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Screen shot from Amstrad version.


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Screen shot from Atari ST version.

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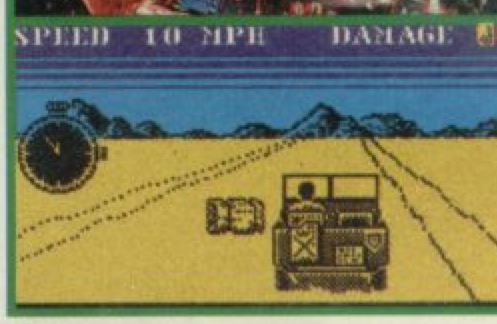
NEW FEATURE!

BLUEPRINT 82

We found out new, exciting information on *Operation Wolf*, where it is, where it's going and what we can expect from it. And in true SU style we bring it to you first, best, and looking weally wather nice against a tasteful blue background . . .







THE ELITE SU MEGA QUIZ 46

The most difficultest quizzy whizzy in the Galaxy. Who knows the most about software and the industry? Your chance to test your brains against those of Grand Quizmaster Dillonschkopff, and to win some rather swizzy prizes from those generous chaps at Elite . . .

COVER GAME 44

N-n-n-eed we say more? The game of the Paul Hardcastle record (and what a whacky idea that was) has arrived, and we think it's jolly good, in actual fact

CONTENTS

SOFTWARE

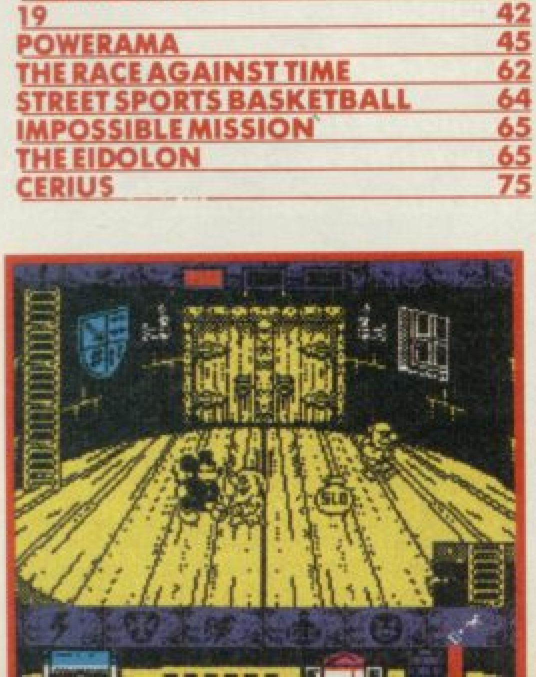
ARCADE



STRATEGY AND SIMULATION

UTILITY

ADVENTURE

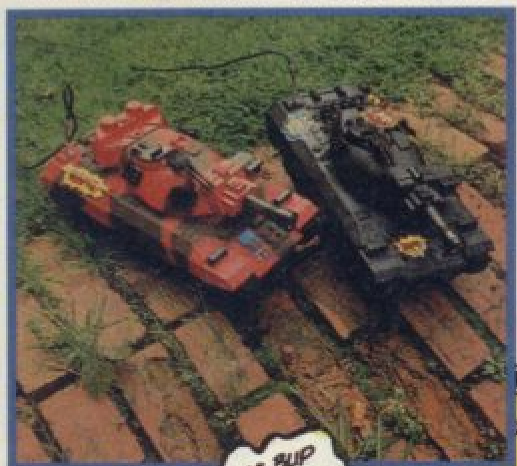






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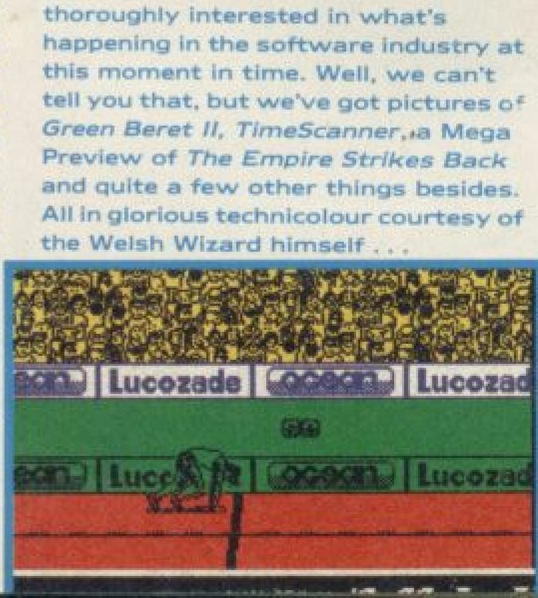












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CONTESTANT

MEGA TAPE

Joe Blade. Deviants. A Day in the Life of Thing. And this month's MegaGame, **Brat Attack.** What do they have in common? Colin Swinbourne. Oh, and they're all triffic.

If you've seen any of Colin's games for Players, you'll know that his graphic design and animation are unsurpassed. And his games are all fearfully big, and tremendously difficult. In **Brat Attack**, you're faced with an enormous maze to jog through, so don't expect to finish it in five minutes.

So what's it all about? It's rather peculiar, actually. The hard-working staff of Sinclair User have been kidnapped by jealous rivals, and transformed into (rather hideous) babies. Only one hack-ette has escaped the atrocity; Tamara Howard, the Amazon herself, who was curling her hair in the Ladies' at the time. (Are you suggesting that my hair's not naturally curly? – The Amazon Herself).

Now Tamara sets out on a rescue mission. Load the game and press 3 to select controls; Kempston joystick, Sinclair joystick or Keyboard. Keyboard controls are **Q** (move up through door) **A** (move down through door) **O** (run left) **P** (run right) and **Space** (jump).

Tamara jogs through the maze searching for the babified staff. When she finds a doorway, you can guide her through it by standing still in front of the arch and pressing **Q** or **A.** It helps if you make a map showing the levels you've searched, because this game is BIG – as big as, ooh, something very large indeed. JUMP over the gravestones, and LEAP into the air to knock over the thugs, or you'll lose brain cells. You start with 1000 (over generous if you ask me) and lose 100 each time you're hit: (Jenkins! Come here and say that – TH).

There are ten babies to rescue. Before finding each one you have to find a dummy to keep it quiet; just run over it to pick it up. You'll also find Power Punches hidden in the maze; again, just run over them to increase your bonuses. Watch out for the scrolling messages at the top of the screen, which give you more instructions and some big laffs. And keep your ears open for the fab 128K music and sound effects.



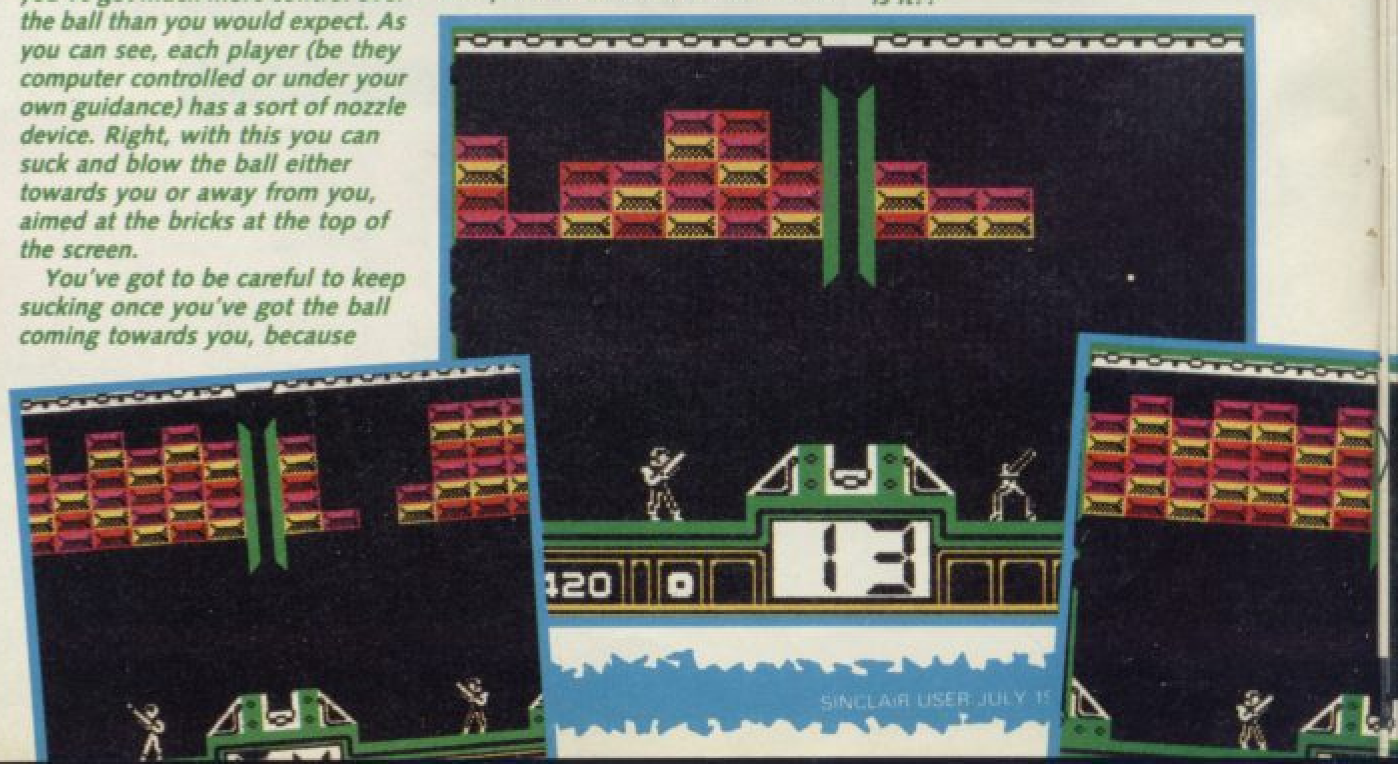
***R**ight. Well by now you've probably already tried to play our Hot Shot demo on Side 2, and you're completely baffled. So sit still for a second and pay attention while I explain what's going on. I should think that you have already deduced that it's some sort of Breakout clone. Correct, but the twist is that you've got much more control over the ball than you would expect. As you can see, each player (be they computer controlled or under your own guidance) has a sort of nozzle device. Right, with this you can suck and blow the ball either towards you or away from you, aimed at the bricks at the top of the screen.*

You've got to be careful to keep sucking once you've got the ball coming towards you, because unless you get it to home in on to the end of your hoover thing, it'll smash into your face and you'll be blown into tiny little bits.

Once you've got the ball on to your hoover, release the fire button and it will shoot off in whichever direction you are facing.

You can either play against the computer or a friend, or watch the machine play against itself. So don't come running to us saying that it's boring 'cos it's not.

When you've got the hang of using the jets of air properly, you will be able to start bouncing the ball around, intercepting it from your opponent and doing all manner of tricky things. So it's nothing like Breakout at all really, is it??



Colin Swinbourne is one of a rapidly diminishing number of all-round programming stars. Virtually every game around at the moment seems to have been constructed by a team of hotshot graphic artists, musicians and sprite men, all working in their individual fields of expertise, and none of them really can claim responsibility for the fabness (or otherwise) of their games.

Colin, on the other hand, stands alone as the author of truly fantastic games like **Joe Blade, Deviants** and **A Day in the Life of Thingy**. He does all of the graphics, code and music himself.

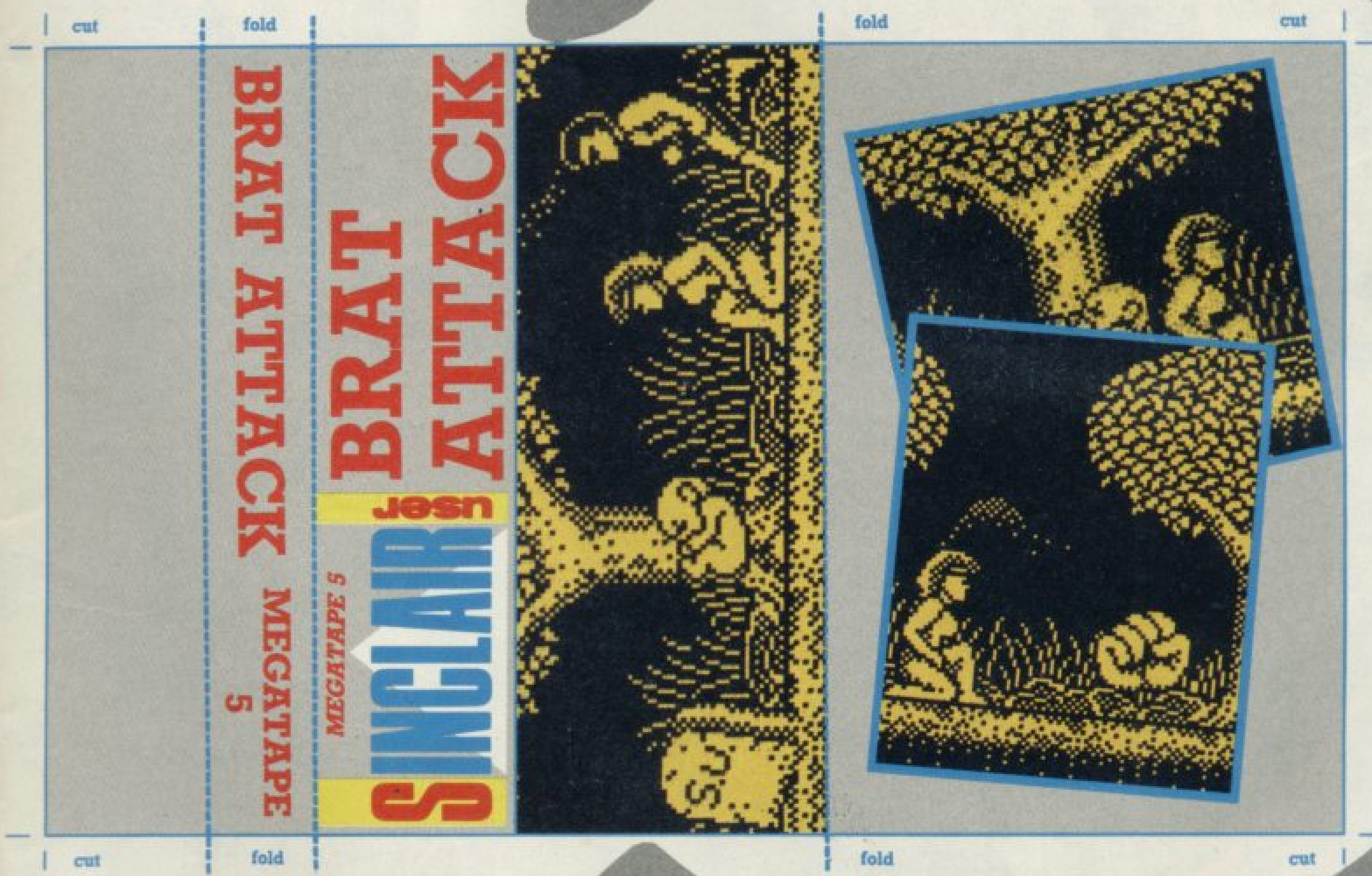
He gets some inspiration from comics like *Viz* and *Plop* – you should be able to tell by some of the graphics. Colin says that he's interested in getting into areas like graphic design as well as programming.

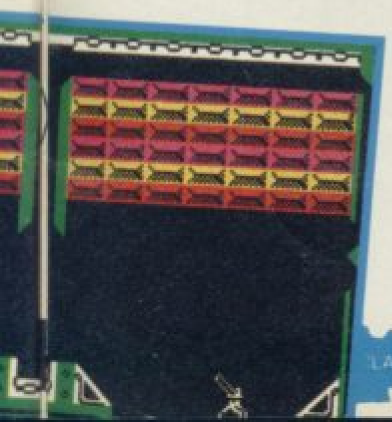
He's currently working on **Joe Blade 2** (look out for the fly-posters dotted around in **Brat Attack**). It's previewed this month, so it should be on the streets just in time for next month's issue. We don't know what Colin's next project will be, but we reckon that it's bound to be impressive!

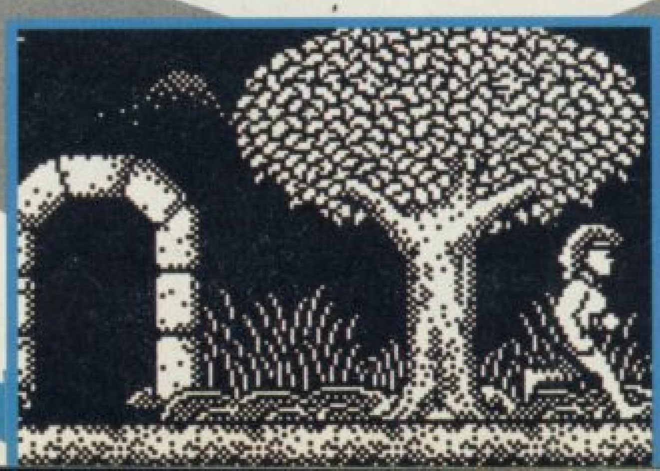


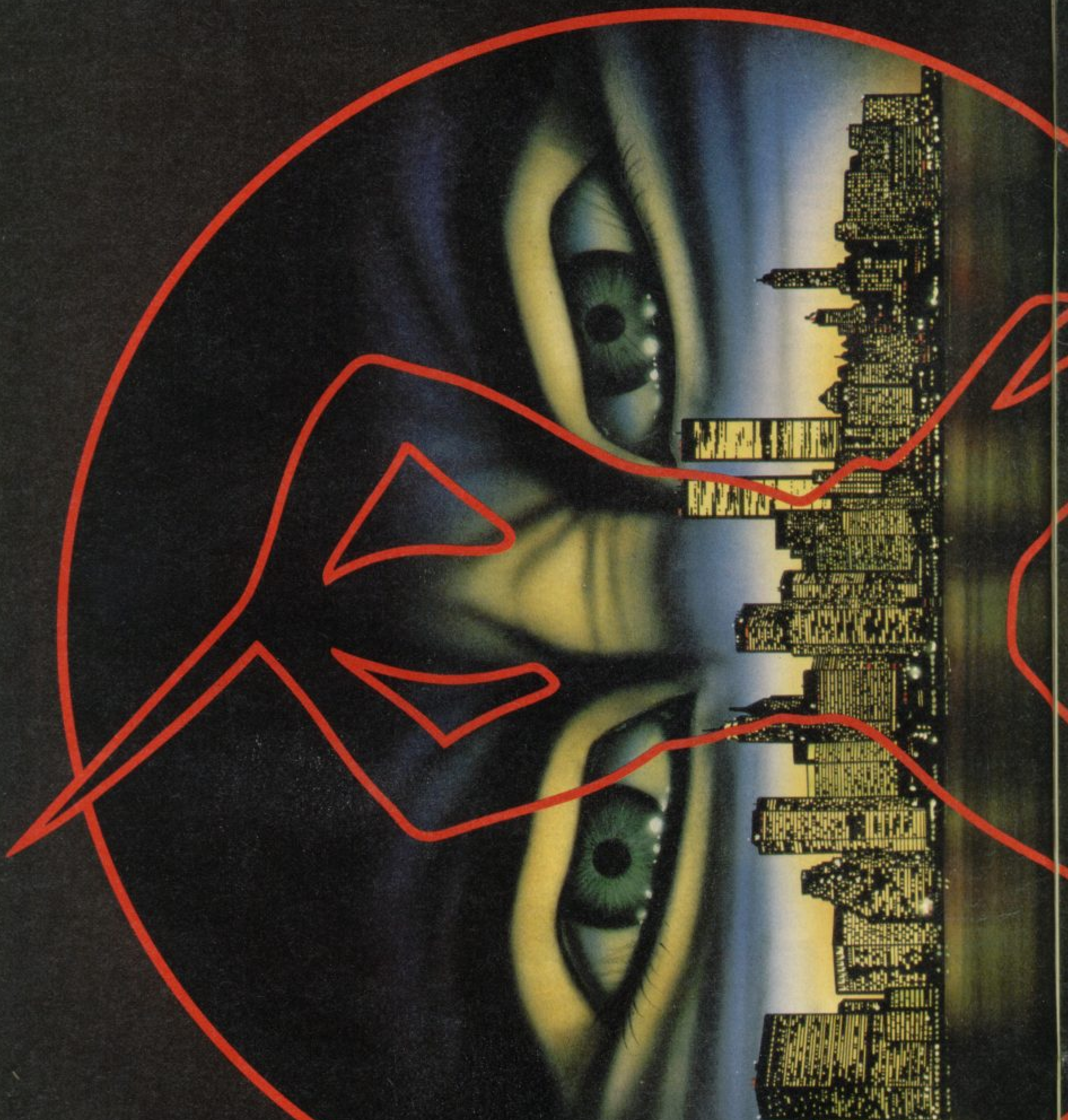
Poke genius Adrian Singh has come up with another bumper helping of soaraway pokes for you this month. There's even a poke for last month's **Hyperactive** (incestuous – us)? Just take a look at our loopy list:

1) **Metal Army**
2) **Eidolon**
3) **Earthlight**
4) **Gutz**
5) **Vixen** (Phooooer)
6) **Action Force II**
7) **Hyperactive**
8) **1999**
9) **Death Before Dishonour**
10) **Richochet**










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Mara

"Eat photon death you filthy alien sleazoid scumbag pig dog vermin! Ha ha ha hahahaha! Pow pow zap boom zap bam boom!" It's only very, very rarely that a game comes along that provokes such a tender, touching emotional response in an SU reviewer. We're usually a jaundiced, tricky to impress bunch of degenerates. **Marauder**, however, managed to get even Tony Dillon to comment "It's wicked," (charming lad).

Anyone who has been made to feel horribly humble and inferior after playing **Xenon** on a mate's ST will have their faith restored in Speccy games. This is similar – it's ultra-smooth, super-fast and unbelievably difficult.

The venue this time is Mergatron, a remarkably heavily defended planet which is where a bad ole alien 'civilisation' has hidden some precious jewels. You, Captain C T Cobra (spewey ptooey) have got to get in there and shake the place up a bit and reclaim the jewels.

Marauder is a scrolling top-bottom shoot-out of fantastic difficulty and playability. Any of you who've seen Hewson's recent efforts like **Exolon** and **Cybernoid** will know exactly what to expect – a seemingly insurmountable task at first sight that lures you back again and again until you gradually get the hang of it (if only to see those fantastic graphics one more time).

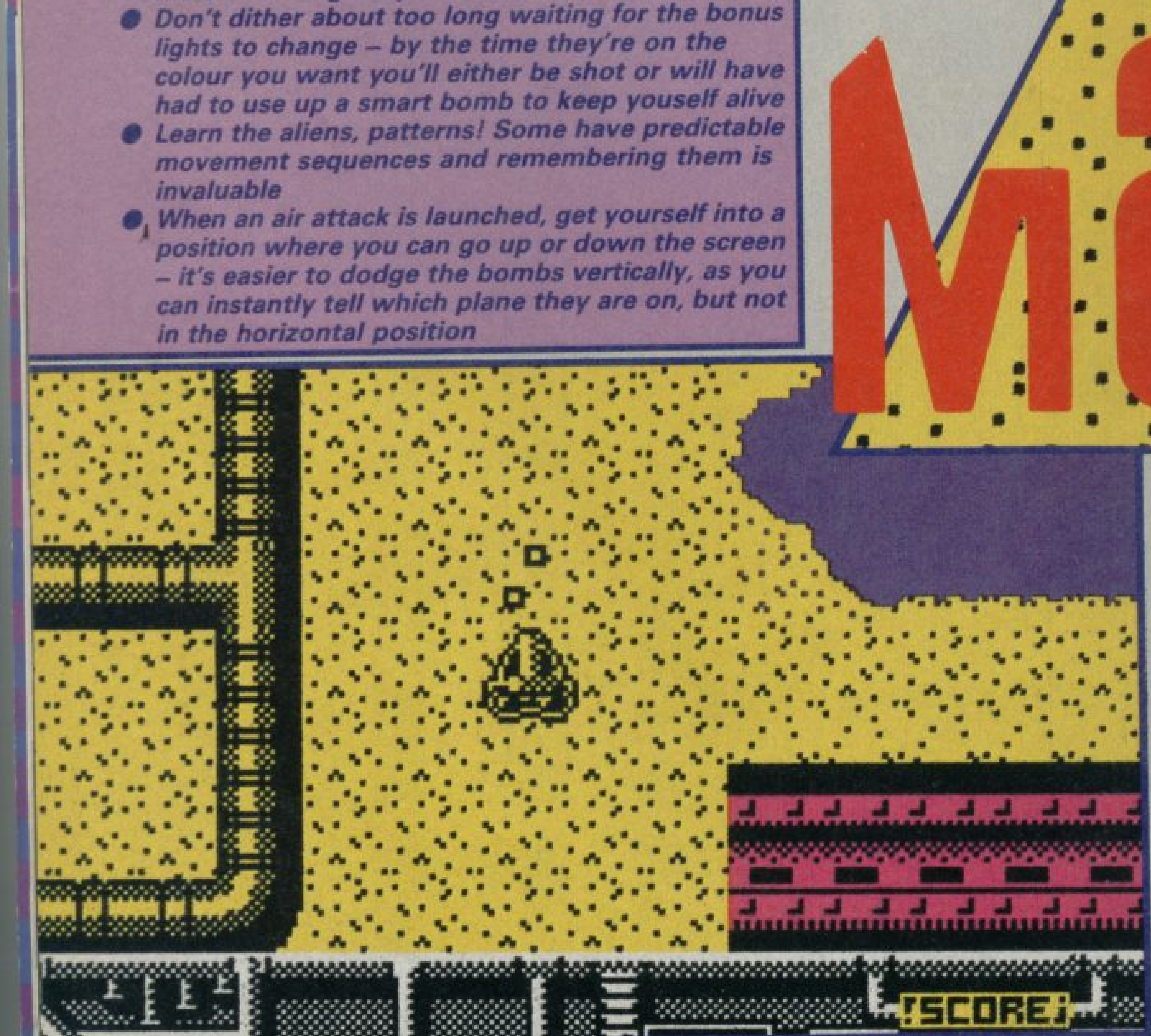
The graphics really are impressive. Though there is a certain two-colouredness about it in places, there are plenty of multi-coloured touches here and there, to lift it out of the ordinary. Different levels really are *different*, not just the same again with different blobs.

You control a battle-tank kind of thing which can move left, right and – to a certain degree – down the screen as well as up. You've got an unlimited number of bullets and a finite



HINTS AND TIPS:

- *Keep firing! You've got unlimited rounds and there's nothing on your side, so spray away*
- *Don't dither about too long waiting for the bonus lights to change – by the time they're on the colour you want you'll either be shot or will have had to use up a smart bomb to keep youself alive*
- *Learn the aliens, patterns! Some have predictable movement sequences and remembering them is invaluable*
- *When an air attack is launched, get yourself into a position where you can go up or down the screen – it's easier to dodge the bombs vertically, as you can instantly tell which plane they are on, but not in the horizontal position*



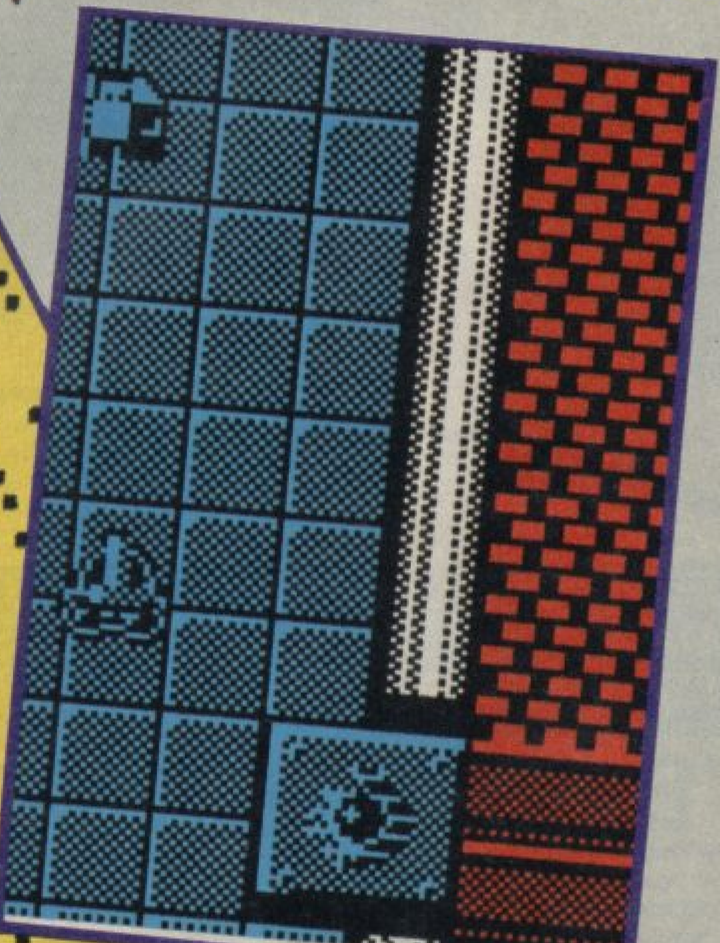
DEFENCE BEACONS

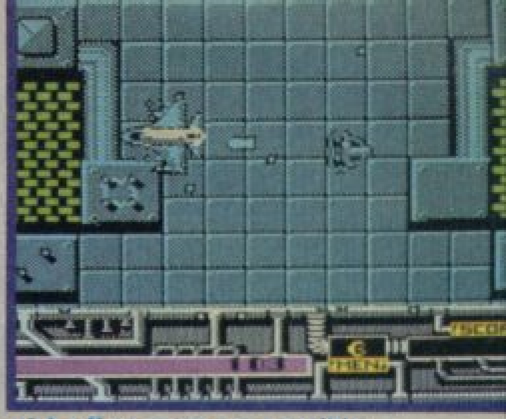
Shoot the beacons out when colours to achieve the effects

Red: Extra Smart Bomb

Yellow: Arms you with a shield for 10 seconds







supply of smart bombs which will wipe out anything of an unfriendly nature on the screen.

For the most part, the game involves rushing around and shooting out gun implacements left, right and centre. Some of these are tougher to hit than others. While most have feeble bullets that travel in straight lines, some have totally appalling homing missiles which will dog you and fly about and panic you into crashing into something.

If everything seems to be getting a little too much to bear, you can always try and take out one of the bonus pods which crop up every now and again. By shooting the flashing lights when they're on a specific colour you'll be awarded some form of bonus (see box).

The further you get into each level the tougher everything gets. Bullets and missiles zing around you. Tanks emerge from nowhere and bombard you. Air attacks are launched, bombers swoop across the screen, dropping shrapnel missiles all over the shop. You've got to dodge these as best you can and avoid obstacles while everything else is happening.

Once you reach the end of a level, you'll have to combat a whole bunch of bad buys all in a giant swarming mass. They're largely faster than you, and as you can only go a certain way up the screen (cos it's the end of the level) it's essential that you pick off as many as possible straight away.

Level two is primarily desert-based, with palm trees and sand dunes forming the battleground. New waves of aliens appear and attack you in different patterns. Again, while neither huge nor coloured, they're fantastically animated. The blinking eyes that drift around are totally spooky and there are revolving things like you used to get in cap-guns which are complete nightmares.

Later levels involve even more mad graphics – harlequin-esque checker-board patterns swirl around just to make everything very confusing.

It's shockingly difficult. Even using your limited number of smart bombs only relieves the stress for a moment. If you're not endowed with especially tough nerves, I'd steer clear.

If, on the other hand, you're the toughest starship pilot this side of Wisconsin, get on your killing trousers and get shooting!■

ARCADE REVIEW

FAX BOX

MARAUDER Label: **Hewson** Authors: **Arcanum Software Developments** Price: **£7.99** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
95	80
92	80
PLAYABILITY	LAST ABILITY

First class shoot-out that surely can't be topped. Action a-go-go!

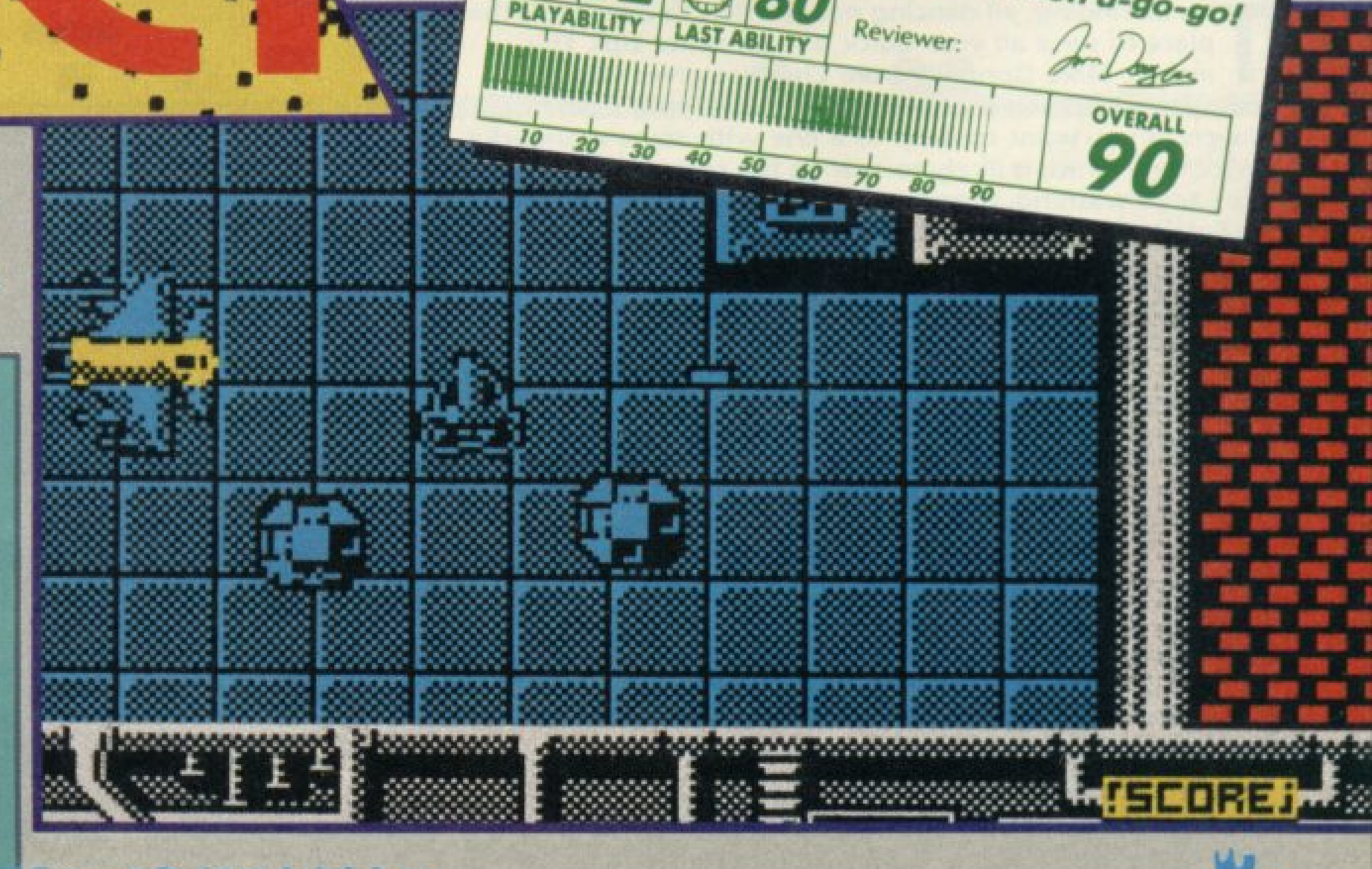
Reviewer: Jim Douglas

OVERALL **90**

...S - WHAT THEY DO

they are the following below:

- **Cyan:** Gain an extra life
- **Blue:** Reverses controls
- **Purple:** Lose a life
- **Green:** Gun jams for 10 seconds



JON RIGLAR — HE DOES THE BEST HE CAN, HONEST

Isn't it just ultra spooky how this funny old institution that we in the biz call 'life' leads you up one garden path and then, at the flick of a sparrow legged slammer, whisks you off in a completely different direction altogether? For instance, just you try planning a beach party. You can bet your best ooflaaflaa that it will pour with rain just as you've spent the last swillihour trying to get the flaming barby going. And then there's the all night parties when your parents have zoomed off to Ibiza for a fortnight – it's just typical that their hotel falls apart and they return home early. In either case, you'd feel pretty ruddy cheesed off wouldn't you? That's exactly how we here at SU feel this month because nobody has sent us any software. But! Without a doubt, our mate Lord Jono of Riglar will rise to the occasion, introduce the old wafflefactor and bring viewers a feast of charts, tips and all the best of maps with verve and gusto. Why it's even got grunting bits in it! (Fwoar! – The entire cosmiverse)

STANDBY TO ACCESS: Ruddy Quick Tip Section
SECTION WRITER: Jon 'Ruddy' Riglar

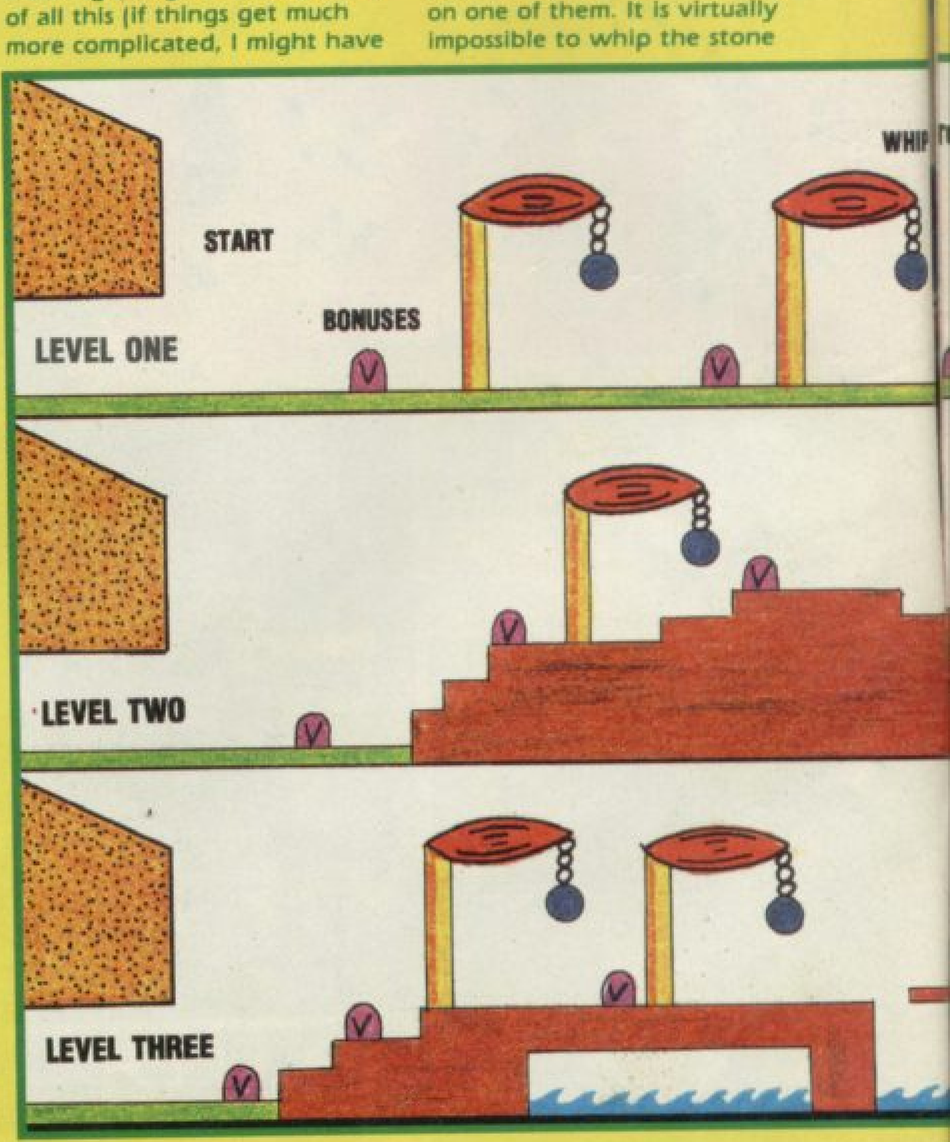
This all singing, all dancing new section to *Zapchat* is the place to send all your quick one sentence tips. This month, Mike Donnelly from Cheshire gives you the complete low-down on how to complete *Thing* from Players. If you want to drop us a line with some wonderful mystic rune which is likely to change the colour of Mrs Brady Old Lady's washing, then send all offerings to 'Ruddy Quick Tip Section' followed by the usual address.

1. Get the Dingburger from level A and Mustard from level W. Now rush off to the teleporter and use these items. (At least that's what Mike says).
2. Get the can of food from level C and then the can opener from level L. Use them.
3. Grab the bottle of milk from level Y and the bottle opener from level W. Use them.
4. Next search through level X for the Egg and level V for the egg beater.
5. Get the Bruce Lee video either from level N or B and then the video player from level F. This combination will give you a headache so...
6. Cure the pain with a pill from level S.
7. Use the herring from level T.
8. Use the American Express from level J.
9. Find and use the hat from level K, twice.
10. Use the labotomy kit from level H and you should then be near completion.

STANDBY TO ACCESS: VIXEN . . . Martech
SECTION WRITER: Jon 'Mc'Riglar

'Blimey' I thought after loading Part 1 of *Vixen*. Isn't this game absolutely brilliant, possibly the best game ever seen on the old Spectrum? (Ooh, a bit of sarcasm there). And so, how about a fair few tips?

Part 1 of *Vixen* is your common and garden left to right scrolly affair with the occasional jump and whip. Throughout this level, you'll be attacked by several humungous creatures crawling along the floor. On top of all this (if things get much more complicated, I might have to start explaining things in more detail) you'll need to jump up and collect more time bonuses. For a start, totally forget about the time – it's extremely unlikely that you'll actually run out. Instead, keep your mind on the attacking mutants. Crawl along the ground and keep down unless you spot a time bonus. You may come across a bit of difficulty when the first gap appears – *Vixen* has to jump across two gaps and there's a bonus stone on one of them. It is virtually impossible to whip the stone



CHAT

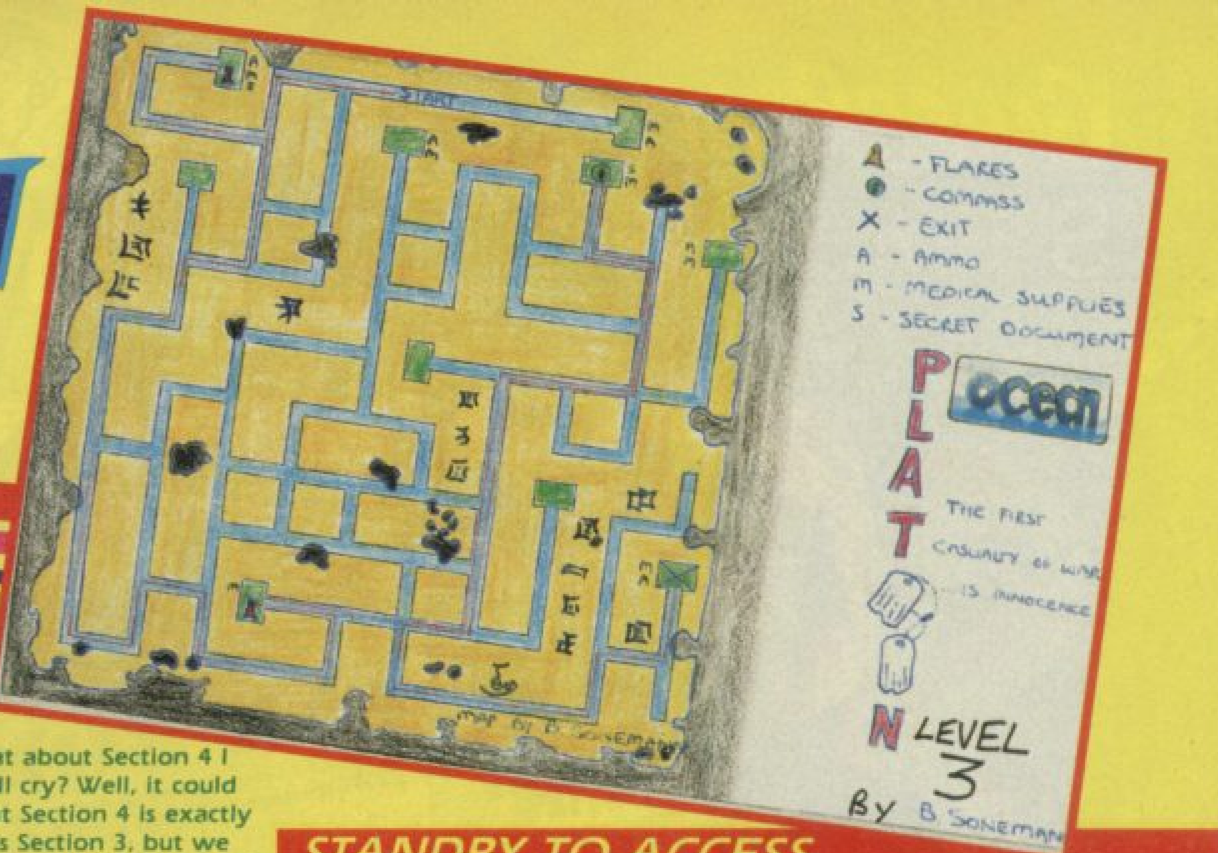
while standing on the same ledge. Instead you have to jump to the adjacent ledge, walk back as far as you can to the left and then whip the stone. Make sure the air is clear before jumping back to the previous ledge to grab the bonus. Next up the bonus section.

Here you'll turn into a fox, providing you've collected enough 'fox time' along the way. You've got a limited amount of time to zoom around collecting as many bonuses as possible – don't worry about running out of time, because even if you do you won't lose a life.

Isn't it strange that Section 3 looks exactly like Sections 1 and 2? In fact the only difference is that a bird appears and does it's best to wallop you. So, carry on as before but whack the bird as it appears. Don't try to duck away from it – it tends to divebomb every so often and odds on it'll crash into you.

And what about Section 4 I hear you all cry? Well, it could be said that Section 4 is exactly the same as Section 3, but we won't say that will we? Instead let's just say that all the creatures in this level are 'arder than they were in previous levels. Yes, it's no good pressing the old fire button once and expecting them to disappear – 'cos they won't matey. No they keep on running. (Cue for an ancient song). These well 'ard creatures need several wallops before they disappear.

From here on, you'll play through a variety of bonus screens followed by some more sections where even more monsters and birds will attack along with a slightly different landscape – and to help you on your way, here's a map of the first few levels.

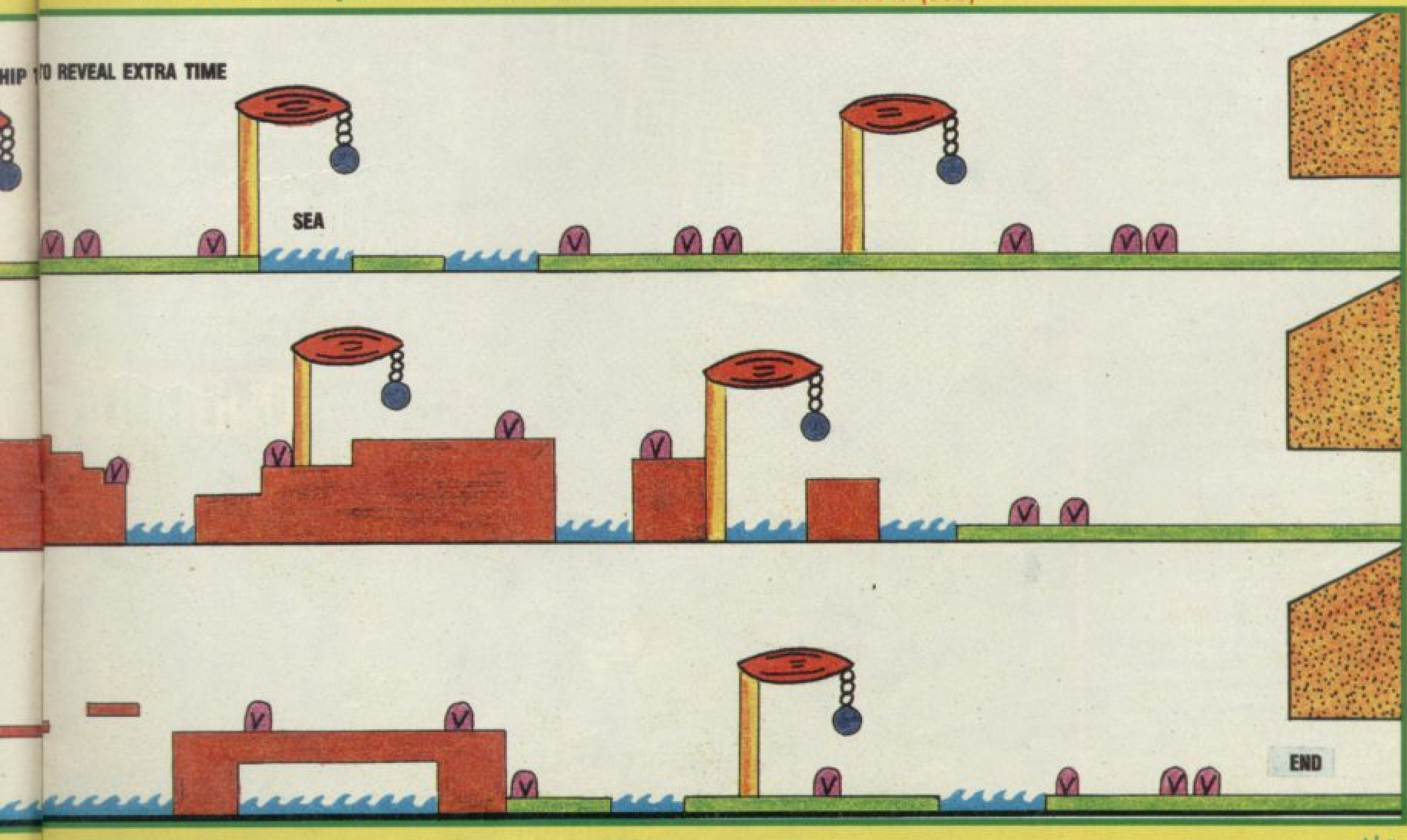


STANDBY TO ACCESS
High Score Chart
SECTION WRITER: Jon 'Lack of time' Riglar

Ok, so where are all the high scores then? It's bad enough to have all the software houses squirming away saying, "It's in the post," but for some reason hardly anyone sent in their scores. Help!!

ENDURO RACER	695,392	Paul Burford
MOTOS	288,900	Paul Burford
ENDURO RACER	542,490	Phillip Honeywell
RENEGADE	908,129	Mike Richards
METROCROSS	77,420	D Murray
ZYNAPS	41,525	D Murray
OUTRUN	1,629,800	D Richards
OUTRUN	10,855,250	Richard Ward

And that's it! (Sob)



GAMES REVIEW



SKATE CRAZY

Sometimes I amaze myself. I can race fast cars, destroy entire races of alien filth and outrun the world's top athletes (on a computer, of course) but can I rollerskate? Can I flip?

ARCADE ★ REVIEW

FAX BOX

SKATE CRAZY Label: **Gremlin** Author: **In house** Price: **£7.99** Memory: **48/128K** Joystick: **various**

GRAPHICS	SOUND
90	75
80	80
PLAYABILITY	LAST ABILITY

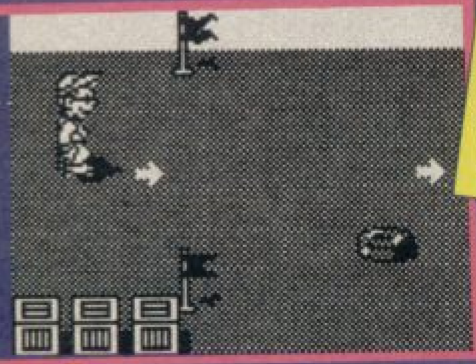
Innovative skating affair. Nice graphics, reasonable depth and a sense of humour.

Reviewer: [signature]

10 20 30 40 50 60 70 80 90

OVERALL **88**





Gremlin's **Skate Crazy** had me completely flummoxed for ages. Now I can't profess to have ever been anything but a poor roller-skater in real life, so I'll freely admit that I found this game virtually impossible! Not only is there an unpleasantly realistic tendency to fall over at the slightest gust of wind or break in concentration, but you are forced to perform remarkably hair-raising feats merely in order to impress the judges lurking at the bottom of the screen. If the judges aren't suitably impressed by your spiralling jumping antics, then you simply won't progress to the next skate course.

You view the course in that funny angle that isn't quite plan view or side-on. Anyway, it seems to be about the best way to handle things, as the screen needs to scroll in all directions. Fantastic though it was, **720**°'s forced perspective was a little restricting.

The graphics, while I'm on the subject, are better than **720**°. They're larger and more comical – you rub your head and scrape yourself off the ground after each tumble, and there are different frames of animation when you're slipping on oil or stuck in sand too.

I found that spins – performed by twisting the joystick around in a circle were tricky to complete, but that's probably down to my poor dexterity and SU's decrepit joystick.

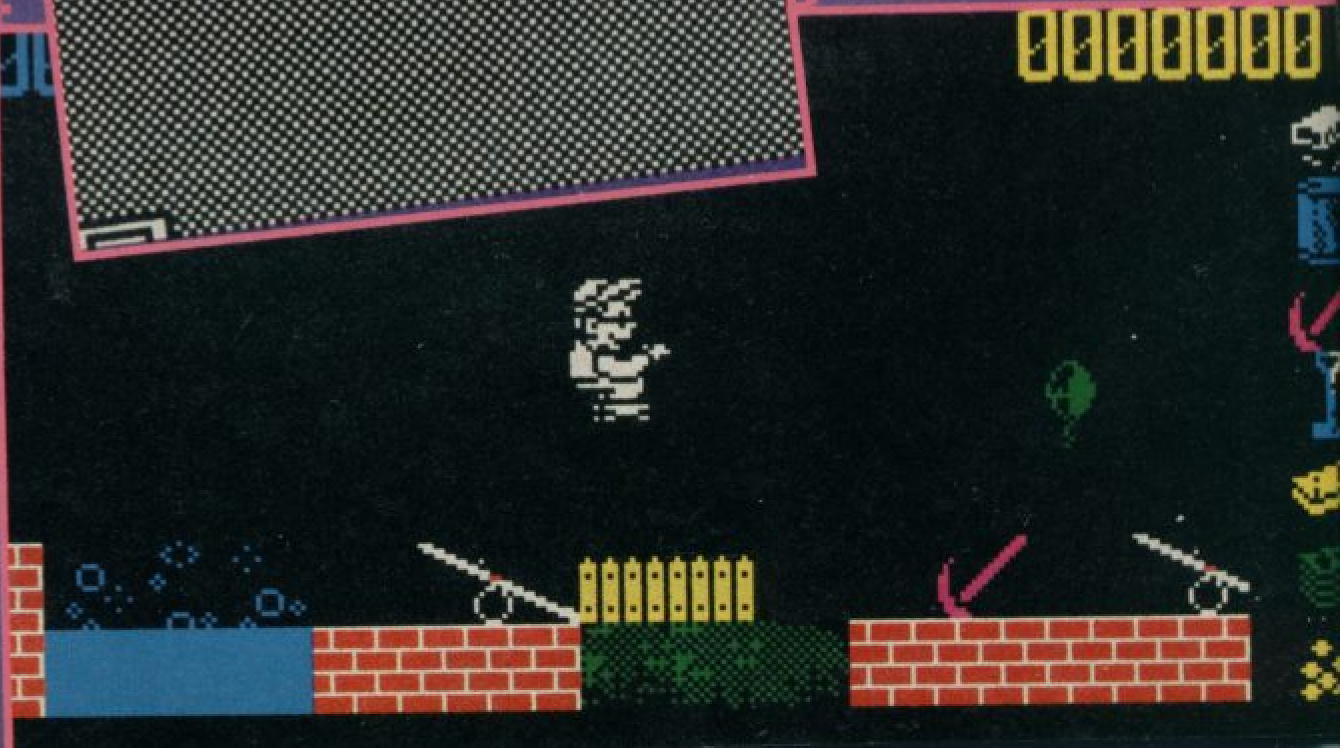


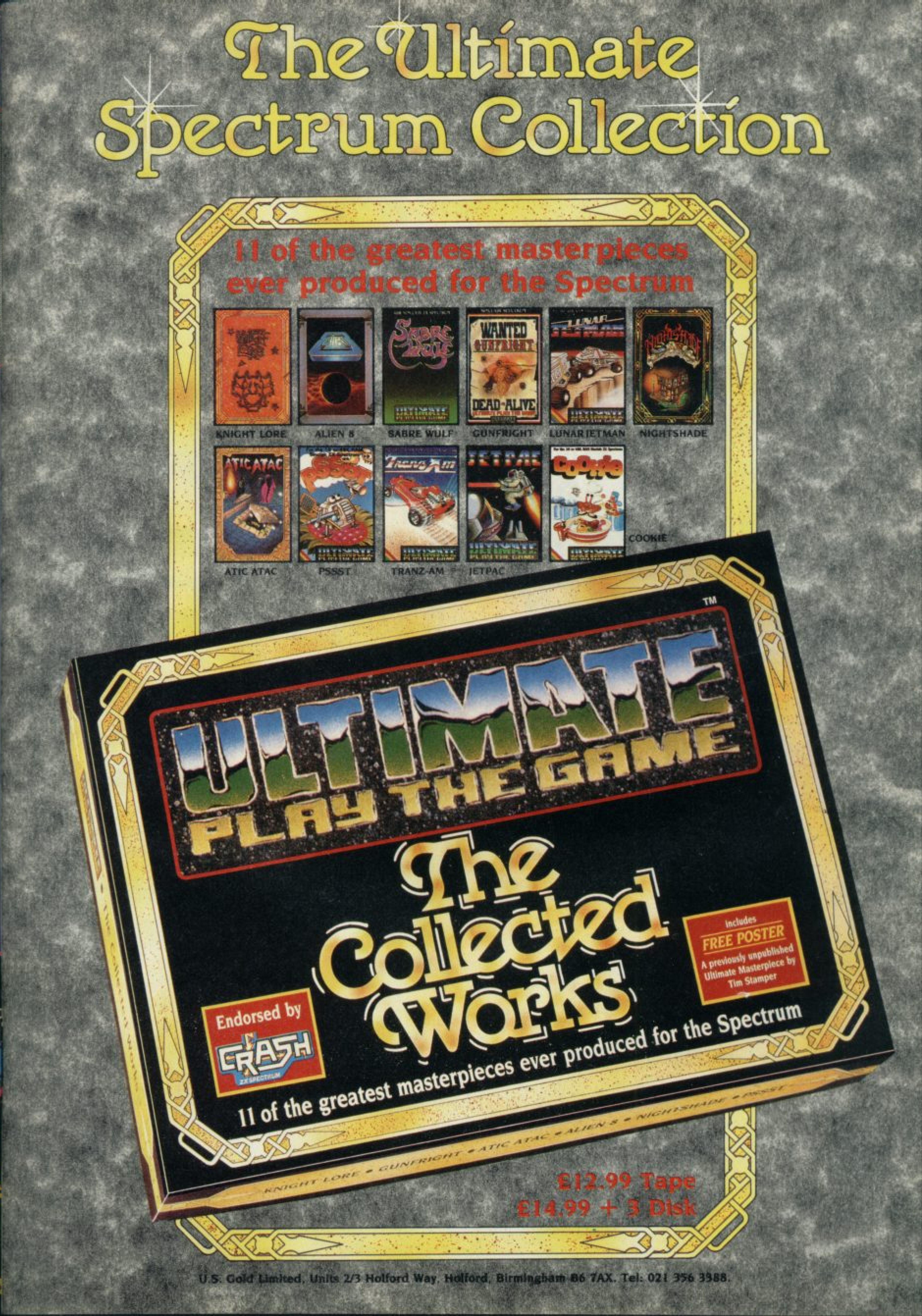
The main aim of the first part is to race around the course – indicated by arrows on the floor – dodging obstacles and jumping jumps. You've got to weigh up the advantages of simply racing around in as quick a time as possible, thus taking less risks and not losing any credibility points, or trying lots of bold manoeuvres and taking more time.

One of the most satisfying is jumping in the air off a ramp, spinning through 180 degrees and landing backwards. Unfortunately, this reverses your controls, and you'd have to be nothing short of a genius to retain your balance.

If you manage to make your way successfully through the four courses, you'll be taken to Level 2, which is a side-on skatey-jumps affair, with lots of features. It's kind of **Monty** on Wheels.

Skate Crazy is definitely a classy product. The two levels give it enough variety and the gameplay itself is really rather good. If you've got **720**°, you'd have to look quite carefully before buying, but if you're in search of a wheely game that isn't as wildly unrealistic as a race-car prog., you should get your skates on and get it. (That's it. You're fired – G.T.)■





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HERCULES



FAX BOX

ARCADE REVIEW

HERCULES-SLAYER OF THE DAMNED Label: **Gremlin** Author: **Cygnus Software** Price: **£7.99/£12.99** Memory: **48K/128K** Joystick: **various**

Attractive beat-'em-up but could do with some playability pepping

GRAPHICS	SOUND
79	64
35	20
PLAYABILITY	LAST ABILITY

Reviewer: Tony Dillon

OVERALL 73

For all you out there who don't actually know, Hercules is a Greek mythological character who was the son of Zeus, big man up Mt Olympus.

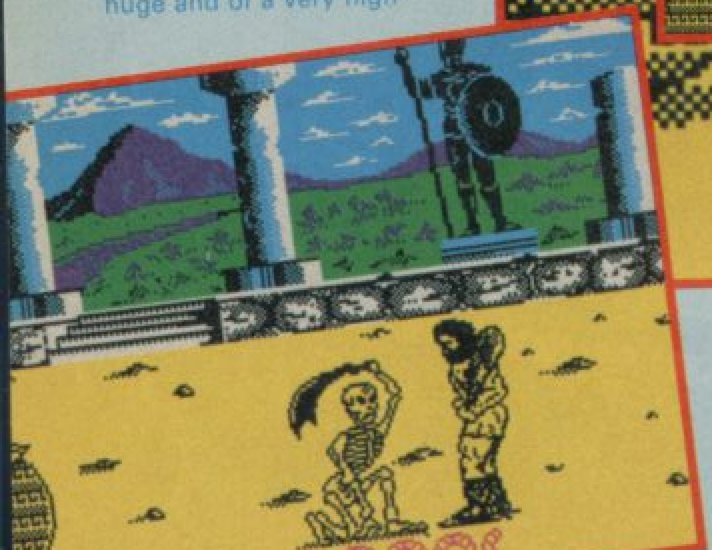
Gremlin have decided to make a game about the Labours of Hercules, and to be honest, the idea is a very good one indeed. Frenzied joystick waggling when fighting the Erymanthean boar, precision control in deciding just how much poop to scoop whilst cleaning the stables. Gremlin, given this rich plot, so full of life and vitality, have sensibly based the game around Hercules fight... with a skeleton. The 12 Labours are still there, it's just that you don't have to do them. I'll explain. The labours are represented visually by icons that appear in puffs of smoke and bounce around for a bit, then vanish. All you have to do is guide Hercules over to the icon and hit it. Simple, if it weren't for the skeletons. The skeletons, along with a spider, guard the labours.

Set in some Greek ruins, you and your enemy do battle in a very big and very well-animated way. To look at the game reminds me of nothing so much as **Barbarian**. The graphics are huge and of a very high standard, easily matching those of, say, **Streetfighter**. The animation matches the graphics in style and standard. The skeleton dying and then reforming itself is brilliant.

Sound is good too. In 128K versions, a tune plays throughout, though as seems to be the case all the time with 128K game music, it does tend to be jingly and almost entirely without power. 48K owners can expect the usual 'Chhhk', 'bnk' and 'shhhb' noises they're used to.

Unfortunately, **Hercules-Slayer of the Damned** falls down a bit on gameplay, and this is what makes **Barbarian** the superior beat 'em up. The game is sluggish, and most of the time you just can't get your figure to react in time to executive a defensive move, or kill the spider. All the labours you can collect go into a pot, and the spider's job is to climb into the pot and steal them. You have to hit him before he gets in. I found this proves to be impossible.

Another niggle is the snake. You can keep on hitting the skeleton, but your blows only take effect if the skeleton is standing on the snake, which starts off quite long and get longer or shorter, depending on how well you're doing.■






TAKE 'EM ALL ON...
IT'S THE ONLY WAY TO LIVE!
Screen Star
Target Renegade is hugely entertaining and ample justification for a sequel ...it develops the theme and develops the game play no end on the original...Each man is four sprites ...all beautifully drawn with great comic touches. The dog is quite wonderful. Commodore User
TARGET; RENEGADE
PCW GAME OF THE WEEK
Target Renegade has the added essence of variety, which is not to be found on other games of this kind. Fear not, this is well worth the readies. PCW Game of the week
Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. On a hot, steamy night in New York this is just the tip of the iceberg on your chilling quest to confront "MR. BIG". A spectacular arcade style brawl with many hoodlams and hellhounds to encounter – this is target Renegade – if it moves, it hurts!
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OK you bundle of navel fluff, I spotted a mistake in the April issue of SU. In the charts section, under **Rampage** it says, "coi-op." You missed out the 'n', you illiterate fajjyung! It should read, "COIN-OP." You spell owt else wrong and I'll sort you out!!!
An anonymous reader who hates teddy bears

● ***There's always gonna be mistakes, no one's perfect, but I come close. The 'n' must have fallen off, and you're just pickin' holes. An' where's ya real name? Or has that fallen off too?***

You pillock, you utter pillock. In the game which you gave away with issue number 74, dated May 88 (the game was **Dan Dare 2 Special Edition**) it is impossible, no IMPOSSIBLE! to get through the first door, and if that's not bad enough there aren't any SUs to find!

My brother got through the door once by sheer luck and determination and again couldn't get through the magnetic field. So SU, wise up and make some decent, playable games.
Elsie
Ireland

● ***What sort of a name is Elsie for a hard computer zapper?! If it's IMPOSSIBLE to get through the first door, how come you brother did it? If it's IMPOSSIBLE to play the game how come we've had 284 people (count 'em) ring up over the last 2 weeks to say they've finished it? What are you doing reading this magazine anyway?***

Fab, brill, excellent, those are the only words to describe it. 100 pokes on tape, I couldn't believe it, and as for the **Street Fighter** demo, it's brill too!

Credit where credit is due.
M. Franklin
Limerick City
PS Please send me money

● ***No! You wanna get wonga outta us you gotta bribe us better than a bit of flattery! We knows the tape is brill. Try harder next time.***

Remember me? 2462791 Pole R. Bear Sir-yes-sir! Yes, it all floods back, doesn't it?

Remember how I bailed your furry ass out of the Guamo Fu Yung back in 'Nam? How could a 'smart' fella like you forget?

Now I'm a lenient guy, so get your ears on 'cos here's the rap! It seems you have landed on your paws in Old London Town, and being such a 'cool' dude, you ought to send me:
a 5,000,000 yen (in used Coke cans)
b T. Maughan's Head (sic)
c the top ten full price games.

And all because, I have information!!

In issue 74 (with the spiffy **Streetfighter** demo and 100 Pokes ooer tape), you reckoned that Colin Swinbourne wrote **Denizen.** Does it need a retired Green Beret to still whip your butt? Even I know that Paul Griffiths wrote the first rate budget release.

So read 'em and weep, and pay up buster, or the M-16 will be coming out of retirement, again!
Grrrrrrr.
Ex Capt Pole R. Bear
aka Commie Crusher
aka Adam Grice-Roberts
Lancs

● ***No more bribes, the bear don't go for bribery and corruption, the bear just gets his machete out!!***

I'm sick an' tired of you pushing everyone around. So leave 'em alone or I'll smash your face in, fuzzball. And if you spell Riglar's name wrong one more time, I'll make you play **Eastenders** for the rest of your miserable life.

Also, Colonel Reggie should shut his mouth, or else I'll send photos and tapes of him and Tiddles to the other mags. Plus, the Pink Berets were not a crack team of soldiers, they were a crap team of girlies, so there.

AND you must be a right plonker, because apart from a skull phone, knife, and bullets, not to mention the grenades, you've also got a Mickey Mouse clock on your desk!
Commandant S. Matson
Doncaster
PS Keep your trap shut or else. You won't print this letter 'cos you know it's true . . .

● ***Kami ain't shuttin' his trap an' he'll push around who he likes!! Ya can leave my clock outta this too, it was a present from a girlie in Hollywood. So I bet you're jealous now . . .***

D'ya know what I think about you Kami, you're just a pile of soft ploppy do-doos. You say you had 'ard times in 'Nam, I'll show you 'ard. Have you ever had 7 bullets in your stomach, have you ever had a Commie play noughts and crosses on your face with his machete, and have you ever been caught from behind (ooer)?

You're not 'ard, you're lucky you came back in one piece Mr Pansy Daisy bear. I've had 3 legs amputated and if you don't shut up about the Vietnam war I shall come to your office and give you your share of M-16 bullets, then mince you up to make chilli sauce and feed you to my gerbil who is called Ripper, in case you didn't know, because he likes hot chilli.
John 'Deathgrip' Lowe
Merseyside
PS What's it like to be a bear with a face like a cow's backside?

● ***What's it like to be a ravin' loony-tune? If you got your legs amputated it's 'cos you're careless. Us real soldiers try to avoid mines wherever possible. Not to mention machetes. An' if I clap eyes on your so-called 'gerbil' I'll feed him to my fish.***

Please, please, please could you tell me how to type pokes into my computer. Everyone in my class at school has a Spectrum 48K or 128K+2, and no one knows how to type in pokes and we would like step by step instructions as to how to do this.

I am writing on behalf of 1SM Grangefield Boys.
Gareth Marchant
Belfast

● ***Didn't 'cha get the March '88 issue, where it tells you "Everythin' ya need to know about da Spectrum"? Huh? Check it out! But just to RECAP; EITHER type in the listing, run it then load the game; OR use an interface like the Romantic Robot Multiface to freeze da game, type in the poke and return to playing. CLEAR!?!?!?!***

We have recently got a +3, and since then I have bought Sinclair User. I found that it was excellent and I think the Mega Tapes are brill too. But, the pokes were for tapes and it was a problem, so please can you put some for the +3, or tell me how to use them with the +3?
David N. Good
Sussex

● ***You should be able to use most of the pokes OK though there might be the odd technical problem. Basically you load up the pokes section, choose your poke and press enter, then you load your game from tape. You can't use them with disc games but we're working on that one***

Although you look like something my cat choked up, and you spell like a blind kangaroo with its paws cut off, and you look like something off Playschool, I thought I'd let you know, in response to your question from Chris Fenlon's letter (ish 73) that I too have had problems loading the 15th stage of **Outrun.**
Jonathan Boter
Lancs

● ***Kami don't care. So go chew on that.***



Send your letters to 'Tell it to the Bear,' SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU



Hey! You great fat hairy lump with the stupid prancy water pistol. Get off your backside and tell me who distributes prizes. I want to know this strange fact because I haven't received my poster from the **Star Wars** competition.
Michael Davies
Lancs

● ***Are you referrin' to me? Star Wars prize should be reachin' you soon, somethin' to do with PR companies and not enough stamps.***

TELL IT TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Pssst, want some money? Us old incorruptibles at SU have got a crisp ten pound Um . . . cheque just waiting for you as reward for your contribution to a brand new feature called:

PRAISE SU TO THE SKIES!!

All you have to do is write us the most over the top, excessive, fulsome, extravagant, extreme letter of praise we've ever seen. The most truly superlative each month will win ten pounds! Here's the sort of thing we mean:

Dear Fabulous People at SU

When I first read your magazine I knew I couldn't live without buying another issue. My brain is a mere speck of dust compared with your infinite knowledge. Every sentence in your magazine makes me pass out with sheer astonishment. An incredible 100 pages of wisdom and wonder given so kindly to us once a month fills me with great happiness.

Oh great immortal wonder-people at SU, thank you for this unearthly mag!

Andrew Small (insignificant admirer)
Chelmsford Essex

Send your letter to:
"You really are totaly fab and I'm not just saying that for the money" SU Mega Control, 30-32 Farringdon Lane, London EC1R 3AU.
Don't forget to include your name and address.

Re: Tamara Howard

Leave off button nose! A photo from my US Gold rag features her loveliness beside GT, wearing an 'excuse me' dress. Very fetching it is too, and so is Tam (Wahay)!!! Hope you can do something with the photo.

Lee Jon-Anon
Birmingham

● No, we ain't gonna print it. Why should we bother to prove you're so stupid ya can't tell the difference between trousers an' a dress. An' Blondie says don't call her 'button nose' or she'll smash yer face in.

Suckers eh! I am referring to your preview of **Venom Strikes Back**. It said how come Matt Trakker has a son but no wife, well if you've read the MASK comics or have seen the cartoon, you'll soon realise that Scott Trakker is adopted. So ha, ha, ha!

Stephen Ogle
Leeds

● The appropriate people will be court-martialled. So shove off!

I love your mag, I praise it to the highest heavens. I fall down on my knees. I, I Sorry, I'll get on with the next letter. In the May issue of the magazine you advertised 'Badges Instant Fame'. I would like to know where to obtain these mega cool, wow, amazing, great badges from. (Please).

By the way, I'm not one of those people who issue little threats in order to try and get you to print their letters. No, oh no, I give great big whopping enormous threats, so if you don't print this letter I'm gonna come round, pull all your stuffing out, use you as a punch bag and shoot your goddam **** off!!!

Lewis Richards
Herts

● Ya can get the badges from yer local badge shop, and ya can get the surgical body stocking ya gonna need when I've finished withe you at any good hospital emergency room.

OK Kami, the game's up. I know your little secret. Less of this macho image and admit it. You're a Playschool reject. I wasn't fooled by that tough talk and threats. I delved into the depths of the record filing cabinet and found a particularly interesting photograph of you. A picture of you with a nice little red jumper and pink bow. The caption underneath it read: "This bear is only good at one thing, and that's being a wimp." So send me £50,000 or I'll sell my story to the Sun newspaper.

Michael Adams
Caithness

● What's with this 'Playschool' crud? I ain't never been on telly, and I certainly ain't never worn a pink bow! I couldn't care if you do write to the Sun, nobody with any brain reads it anyway. You send me £50,000, or I'll smash your face in.



I am writing to let you know that your Mega Tape 3 game **Dan Dare 2 Special Edition** is a great game! I have really enjoyed playing it and I thought you would be interested to have a look at the map which I have drawn.

Michael J. Boyle
Yorkshire

● Cheers Mikie, great map! We'll try n' print it soon!

COMPETITION



WIN A TANK

Ever been driving down the frog and toad in your jam jar when some hope and anchor has overtaken at 150 mph? Then you'll know the temptation to cut loose with the old machine guns and reduce him to a pile of ferrets and aardvarks (Whaaa...? – GT)

Unfortunately domestic vehicles cannot be fitted with deadly weapons under the 1932 Vehicular Destruction Regulation Amendment Act, so you'll have to settle for the next best thing which is US Gold's *Roadblasters*.

This awesome combination of road racing and mayhem is based on the coin-op, and features a race against time in a heavily-armed sports car. You have cannon, mines and machine guns to fight off other cars, motor bikes and fighter jets as you speed along.

Because we couldn't find any heavily-armed racing cars in the shops, we're giving away an even more macho prize in conjunction with those lovely lovely US Gold chaps. The TEK FORCE BATTLING TANKS set consists of two 12" remote-controlled tank models, complete with flashing lights, electronic sounds and infra-red hit sensors. Rumble around the living room blasting away at your deadly enemy! Frighten the cat! Play Panzer Commanders and Polish Cavalry!

TWENTY runners-up get a copy of the game too, which is pretty generous, I'm sure you'll agree.

Just answer the stupid questions, fill in the coupon and post it to I LIKE A NICE BLITZKREIG CONTEST, Sinclair User, 14 Holkham Road, Orton, Peterborough, PE2 OUF, before the closing date of July 18th. The usual shower are excluded from entering, and the Editor's decision is suspect■

1) In which war were tanks first used?
   - A) Zulu War
   - B) WW1
   - C) Cod War

2) On what side of the road do Americans drive?
   - A) Left
   - B) Right
   - C) Centre

3) Who produced the original *Roadblasters* coin-op?
   - A) Atari
   - B) Woolworth's
   - C) Percy Thrower

NAME ....

ADDRESS ....

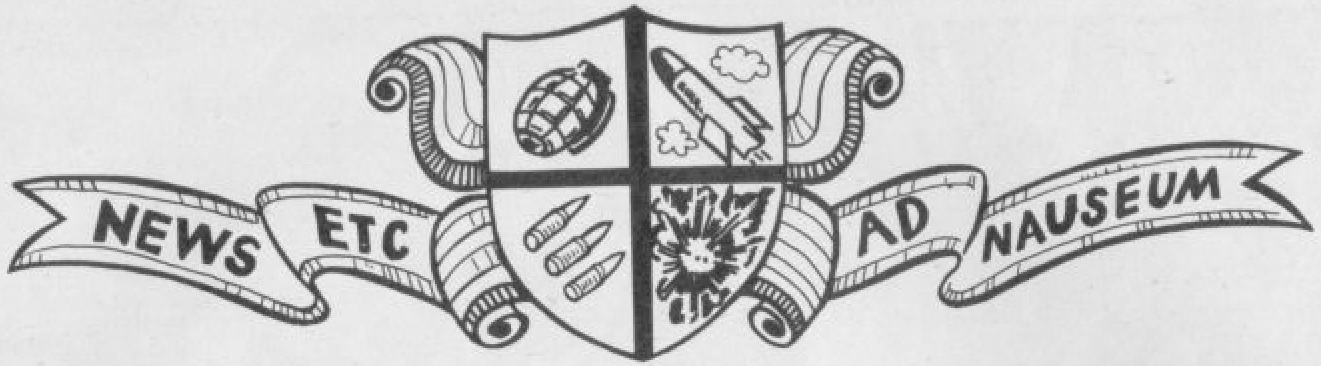
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ANSWERS: 1........ 2........ 3.......

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TRUE STORIES

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TONY DILLON IS MISSING!

By our Saturday morning Correspondent

Police involved in the hunt for missing SU contributor, Tony 'Wildthang' Dillon said that they were increasingly worried for the youngster's safety last night.

It had been presumed that Dillon, 16¼, had left home following an unpleasant meal, but new evidence suggests that he may in fact have been abducted.

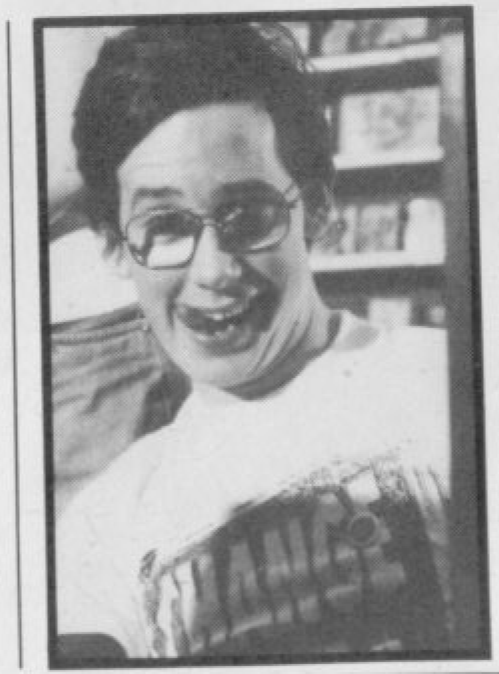
His distraught mother told us, "I last saw him on the 7th May, when he left early in the morning, saying he was going to go and film something for the telly. I thought he was just messing about, he's a stupid boy, and that he was going to get his weekly comic from the newsagent. I never thought that he actually meant it."

But apparently Tony did mean it, as his best friend, Mark Patterson, who wishes to remain anonymous, told us. "We was at the *Get Fresh Sport Aid Game Challenge*, and were filming for the telly programme *Get Fresh*. They said that whoever got the highest score would be featured on the programme. Tone was really pleased when he got 53%, 'cos everyone else got about 2. Then they dashed his hopes of international fame and stardom by saying that he couldn't be filmed, as he was sitting in the wrong place. Some geezer called Cecil was sitting in the right chair, and he got the fame and fortune slot on the show. Mind you, he only scored 3%, and Tone was well gutted. After that, he just seemed to vanish."

Extraordinarily, a *Get Fresh* spokesman claims that Dillon wasn't even present at the shoot, let alone that he was viciously denied his moment of fame. "What, you mean the funny geezer with glasses who can do stange things with his tongue? We never saw him, he wasn't there at all. No. Never."

New photo evidence today however, shows clearly that Dillon was present, and that he is, indeed, capable of doing strange things with his tongue. Police are now investigating the theory that he was deliberately prevented from appearing on the show.

No one knows quite why the *Get Fresh* crew should have been out to nobble our Tone, but it is now clear that someone somewhere knows more about Dillon's disappearance than they are letting on.



OCEAN GET RAMBO III

The Kamikaze Bear Headlines

OK, it's da summer. Hot sun, no rain and girlies in short dresses. Not that this soldier's interested in floozies, Kami's far too busy keepin' the streets clean of scum like Tony Dillon.

Talkin' of Tony Dillard, although I hates doin' it, he's doin' these exam things at the moment. Apparently these are hard exams, so the dorky writers keep tellin' me, but I bets I could do them standin' on one paw. Still, if youse doin' the GCSEs I suppose we wish youse luck.

On to more important matters. Nice to hear that Ocean have got the ***Rambo III*** *licence, and that*

53%, 'cos everyone else got about 2. Then they dashed his hopes of interna-

him, he wasn't there at all. No. Never."

OCEAN GET RAMBO III

By our war Correspondent

It's going to be a bit embarrassing when Rambo III hits the cinemas; as the hard man played by monosyllabic Sylvester Stallone storms into Russian-occupied Afghanistan, the Russians (who are withdrawing even as we speak) will be sitting at home eating cabbage and drinking vodka.

Still, Ocean reckon quite rightly that the movie will make a good game licence, and the game will be previewed at the Personal Computer Show in September. An all-formats launch is scheduled for Christmas. At the time of writing the programmers – haven't started work. Ocean's first **Rambo** game, **First Blood Part 2**, (are you still with me?) was a vertically-scrolling Commando-style game. **Rambo III** is more likely to take the form of an arcade adventure, although I think we can safely expect loadsaviolence.

SU PICCIE COMPO!

By our artistic Correspondent

Arty type, are you? Think you can draw pretty pictures on your Spectrum? Well, now's your chance to prove it.

If you think you can produce good pictures, we want to see them. We don't care what software package you use, but the resulting pictures must be sent to us on Tape in the form of a concept.

All entries must be your own original work and the best entries will be used on a future Megatape, and there'll be software prizes for winners and runners-up.

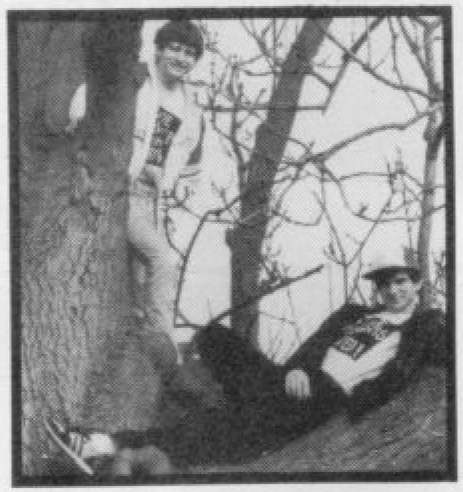
You can draw anything you want; horrid monsters (including the SU staff), science fictiony things, pretty flowers (unlikely to go down well with The Bear), self-portraits, film stars, whatever takes your artistic fancy. But you must get your tapes to us before July 31st or we'll stamp on them. Send entries in a padded envelope to Sinclair User Mega-Art Contest, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Sorry, we can't return entries, so don't send your only copy.

POUTING PROMOS

By a Pouting Correspondent

This month's Pouting Promo Corner has not one, but two Super Sexy Snaps! And they're both from the Code Masters stable. (Nay lad, nay).

Luscious Lovely number one features the amazing Darling Brothers, plus two more! From left to right we see Dinky David, Risqué Richard, Winsome William and, er, John. Apparently, the shot was taken by Liz Darling on the family's Warwickshire farm!



No room at the Inn though for the Oliver Twins, bearing a remarkable resemblance to everyone's favourite lunatic, Johnny Ball at the moment. Apparently, the boize have so many computers in their parent's house, that they've been forced to live up a tree! Perhaps their chums the Darlings could take them in?



PRINCESS MARIANA DROPS A CLANGER

By a Suggestive Correspondent

Oooh! Look! It's the lovely Princess Mariana again with her enchanting elegance and the big muscley hero who will protect her from the horrible pretender, Steven of Browne.

The saga of **Barbarian** (**enne**) continues! And Princess M., just to show that games software houses really do move with the times, **isn't** forced to simply stand on the sidelines and champion her hero. No! She shows her metal by venturing forth and combatting the bad men **herself.**

And she's not going to take her role lightly. No. She has discarded the silly mauve bikini from the first Palace, and in its place are sturdy, protective, practical metal saucers held together with bath chains. There will be no stopping her!

Let's hope that this integration of the inane bimbo, sorry, the luscious Princess and the game will put a stop to those silly, silly complaints from people who moan of exploitation and sexism. Daft lot. Hurrah for Palace, Hurrah for Princess Mariana! Hurrah for the recycled marketing idea!



NEWSFIELD ACE IN SU SWOP SHOCK

By our 'doesn't this tell you something?' Correspondent

Any of you out there who occasionally find themselves flicking through the pages of *Crash*, one of those other computer magazines, will no doubt be surprised to see that Steve Jarratt (Editor) isn't there any more; well he won't be from now on.

And why are we bothering to tell you that Steve has departed the hallowed halls of Newsfield? Because he'll be doing work for us. That's why.

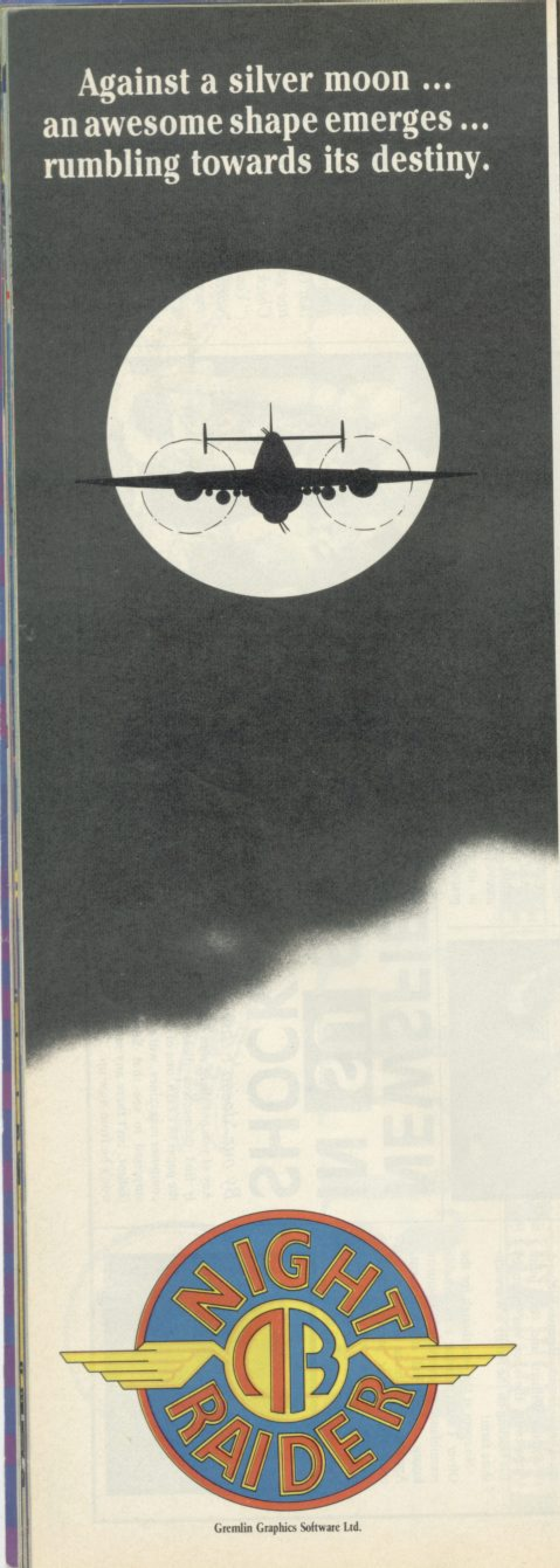
Steve will be reviewing games for us and generally contributing the odd article, which can't be bad, can it?

*the **Rambo III** licence, and that we'll see a game somewhere around Christmas. The Bear likes a bit of violence, and **Rambo** is usually good for the odd bit here and there.*

*A word on the Staff. Mr Jones especially. Now the Bear likes **hair**. The Bear's a hairy person himself. And Mr Jones used to be one too, but since he's become a fadder, he's gone bald around the facial region! Yup, the Mad Celt is no longer bearded, and the Bear's gettin' upset. Rejoin the ranks of the furry Mr, or it's nasal cleansing time – Ingram style time for you…*

Congrats to the BBC Noos reader who sat on a funny woman in dungarees when she burst into the studios while a live broadcast was goin' on. If someone gets in your way and tries to stop ya doin' somethin' that you gotta do the Bear says it's quite acceptable to sit on 'em and try and stop 'em makin' a noise. Ain't no one goin' ta interrupt the Bear while he's live broadcastin' believe youse me…

*Finally, a word to the wise about Garry Williams. Youse may, or may not know, that Gaz works for our 'sister' mag, C&VG. And youse may, or may not know, that Gazzer is a bit on the porky side. What youse almost certainly don't know is that Gaz was the role model for two games heroes this month. Check out **Chubby Gristle** ("You can't park here") and **Norman** from Power House, the cover artwork is a good likeness of El Porko. Now you see what we have to work with, perhaps you'll stop phonin' us up and givin' us gyp!!! Grrrrrr*



GU

Next time you've overdone it on the Chinese takeaway front, and you're up half the night with your stomach gurgling, "No more monosodium glutamate perleeaase!", just take time to spare a thought for the poor alien in **Gutz**. I dunno, he's just swallowed a teensy weensy spaceman, and all of a sudden he's being attacked left right and centre by a guy with a popgun. If that's not enough to give him rumble-tum then I don't know what is.

Gutz is the latest release from Special FX, and it's that sort of a game which requires you to play the part of a small swallowed space man and shut down the major organs of aforementioned alien. S'peasy, isn't it?

You begin in the kidneys (well, it could be the heart, or the brain or the lungs, one piece of offal looks much like another to me) exploring a maze of corpuscles and capillaries. Jigging about in the goo are various other noxious nasties, spidery-wormy-creepy things



ARCADE REVIEW

FAX BOX

GUTZ Label: **Special FX** Author: **Special FX** Price: **£7.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
64	58
67	52
PLAYABILITY	LAST ABILITY

Perfectly competent, but not really inspired search and shoot game

Reviewer: Tamara Howard

OVERALL **64**

which spit amino acids and all sorts of other noxious substances at you. And you can't do a thing about it. What you need boy, is a weapon. (Fnar – JD).

Lurking in one of the walls is what looks to be a bit of corruption, this is in fact your ammo. Go up to it, twizzle your joystick around a little bit, and whammo, you've got a dirty great gun. Now go waste the nasties.

Once you've got the weapon, you can concentrate on finding the three components of a mega weapon, which is the only thing capable of shutting down the organ. Pick up three boxes per organ, and Bob's your whatsit. Protective womb of organ annihilated. ('Scuse me, I



think I'm going to be sick – JD).

Along the way there are also bonus helmets to collect, which offer two and a half minutes protection against poisonous gases and bullets. Get some crystals too, they'll give you extra boosty fire power so you can mash loads more aliens. And keep a close eye out for the key, that'll get you into the room which houses the mega weapon needed to bump off the organ in question. You'll also find a map (particularly useful if you're a boy scout and into things like that).

So am I chucking up about **Gutz**? (What a ridiculous sentence. Go back and write it again – GT) Oh, all right, What do I think about **Gutz** in general, all things considered, weighing it all up and taking the price of fish into consideration? (That's marginally better, but not much – GT). Um. It's quite nice really. Bit of a larf. But nothing



spectacular. Call me difficult to please if you will, but I didn't find **Gutz** very challenging. After **Firefly** and its great SU cover game I was prepared to lick Special FX's collective shoes every time it threw a release in my lowly direction, but to be perfectly honest, that'd just be a waste of lick.

The graphics are OK, the gameplay's just about there, but you'll not be swallowing your joystick, or a spaceman for that matter, in desperation to play it. There's not enough, "Just one more go," about **Gutz**. It's simply a perfectly reasonable game. And being a completely unreasonable person, I didn't like it half as much as I'd have liked to. (Wah? – GT)■

COMPETITION

N-N-N-NINETEEN

WIN! A frabjuous CASIO SK200 S-s-s-s-sampling keyboard!
PLUS 20 runners-up prizes of *Nineteen Part One – Boot Camp* fom Cascade!



N-N-N-N-Nineteen! Nineteen! N-N, N-N, N-N-N-N-Nineteen! It's ages since you've heard that one on Radio One, isn't it? But Cascade haven't forgotten Paul Hardcastle's huge number one about the Vietnam War, and the first game based on the song, *Nineteen Part One – Boot Camp*, is about to burst forth.

To celebrate the event we've persuaded those yummy Cascade people to give away a fab sampling keyboard from Casio!

Paul Hardcastle uses an £80,000 Synclavier computer synthesiser, but you can get that s-s-s-s-sampling effect with the Casio SK200. It features a 4-octave miniature keyboard, built-in stereo speakers, 22 preset rhythm patterns using sampled drum sounds, auto accompaniment, autobass, split keyboard, 22 preset synthesiser sounds, melody memory, and the all-important sampling functions. Using the built-in microphone, or an external mike or line source, you can digitally record any sound and play it back at any pitch from the keyboard. Bark like a dog! Make burbly noises! Break windows! Then play a tune with it!

20 lucky runners-up get copies of *Nineteen Part One – Boot Camp*, featuring all the danger and excitement of training for Vietnam combat. Just answer the daft questions, fill in the coupon and send it to 19 CONTEST, Sinclair User, 14 Holkham Road, Orton, Peterborough, PE2 0UF, before the closing date of July 18th■

1) What was the average age of American soldiers in Vietnam?
A) 13
B) 19
C) 49

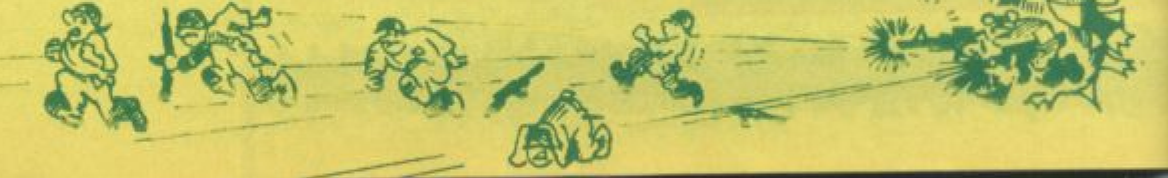
2) According to the song, how many of them received a hero's welcome?
A) N-n-n-n-none of them
B) Eight
C) The whole lot

3) What's the capital of Vietnam?
A) Nixon City
B) Peterborough
C) Saigon

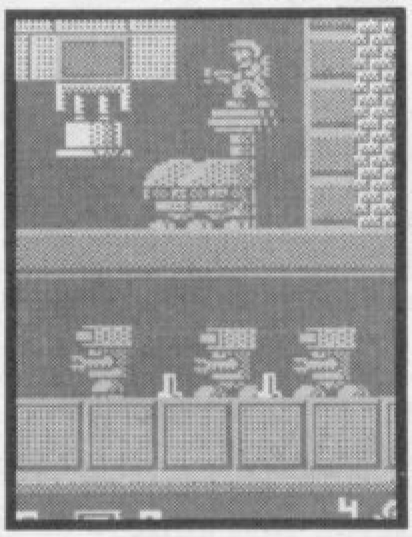
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ANSWERS:
1 ....
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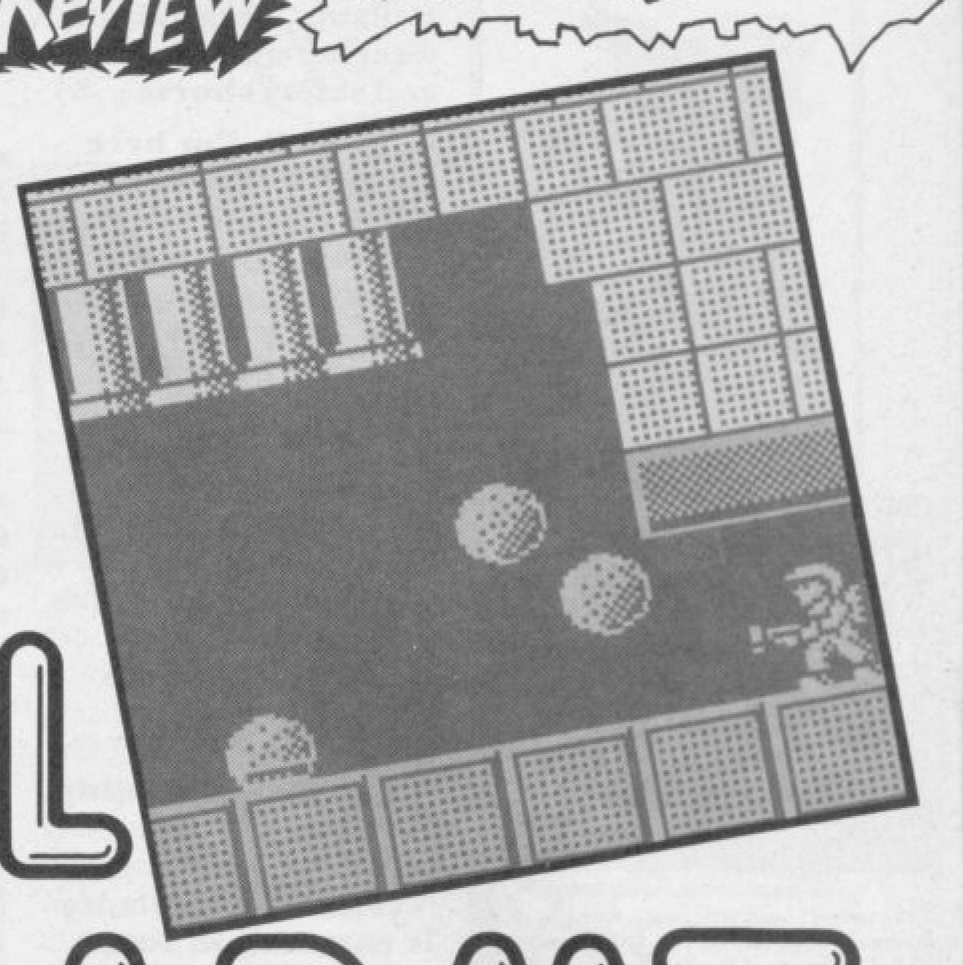
Send to 19 CONTEST, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF.

No entries from EMAP or Cascade squaddies or it'll be straight up the jungle for you.



Cor blimey, strike a light, it's a mug's game innit? You work long hours, you get no holidays or pay, you stand a good chance of being blown to pieces, and the only job satisfaction you get is if you manage to catch some squirty little superhero and squash him into little pieces. I dunno, when I signed on as a guardian robot I expected action, adventure, travel, fame, but what do I get? Trudge, trudge, trudge, left, right, left, right, game after game, and I don't even get my name on the cover.





Take this **Metal Army** gig.

METAL ARMY

General Ironside promised us world domination when we signed up to take over Slough nuclear power station. No mention that Harry Chainsaw, freelance bounty hunter and part-time window cleaner (Are you sure about this? – GT), would be wading through us with his thermoplasma servo-blaster.

The bomb's planted, the timer's running, all we have to do is strut around doing the usual, "You-will-be-exterminated," bit. Cinch. At least the surroundings are nice; plenty of corridors, elevator platforms, security doors, pipework and booby traps, just the sort of thing we like. You might call 'em, ooh, nice graphics.

I'm good mates with the giant bouncing ballbearings. The tinmen and the domeheads work pretty well together, popping out of tubeways and chasing down old Harry. It's such a laugh crushing him just as he tries to pick up a security pass, or catching him against a locked door, or sandwiching him as he tries to refuel his blaster from a power point. How we laugh as he evaporates in a puff of steam.

And Harry's a bit clumsy, and he's quite likely to blunder into spigots discharging coolant gas, electric charges or radioactive fuel. In fact, it's pretty difficult to get past the first screen, where four gas spouts in a row cook him to a crisp most of the time. We can just sit eating our sandwiches and waiting for him to blunder along. The big problem is that it's so quiet in here; just the odd "plip plip plip" when one of me mates gets melted. Not a jot of music. The management just don't seem to want us to have a good time.

So if I make it through this in one piece, I'm going for a more interesting job. Traffic warden, or door-to-door carpet cleaning executive. Anything for a bit of variety■

ARCADE REVIEW

FAX BOX

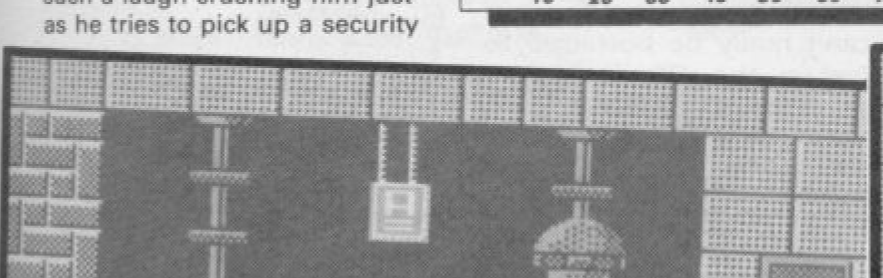
METAL ARMY Label: **Players** Author: **Mark Haden, David Wright** Price: **£1.99** Memory: **48K/128K** Joystick: **various**

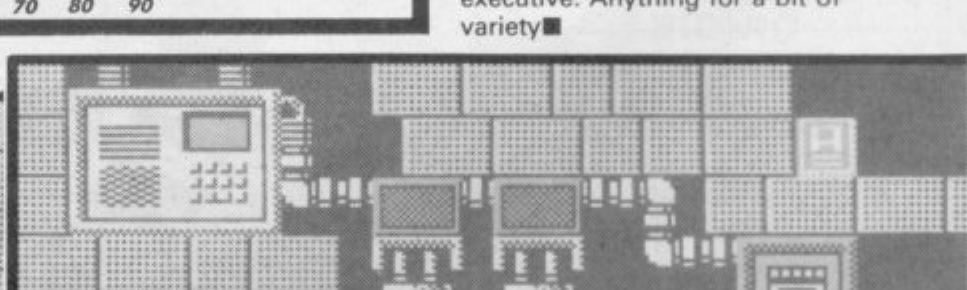
GRAPHICS	SOUND
76	40
85	77
PLAYABILITY	LAST ABILITY

Enjoyable but standard arcade game in the Deviants mould

Reviewer: [signature]

OVERALL **79**





1

(Enter David • Bellamy, stage right, wearing an aqualung and safari shorts . . .)

GUTZ

Well, I'm here in the very depths of this million squillion mega ton alien, and, well, it's pretty squishy, I can tell you. The things I do for Sinclair User!

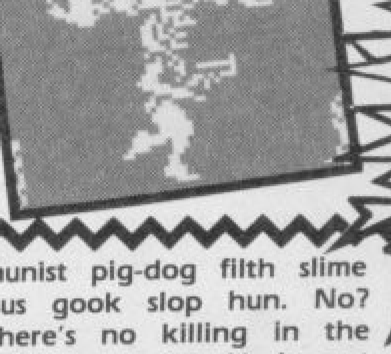
I suppose you're wondering what I'm doing down here. Well it's all to do with exploration, and finding out things for yourself. I suppose you're interested in finding out exactly what aliens eat, aren't you?

(Pause, as Bellamy is engulfed in foul-smelling liquid guk, interspersed with the odd fish head).

Gasp, splutter, spit, urrrrgh! Well now you know. Absolutely anything in fact!!

One of the things that this particular alien has grumbling around in his belly, is a Smash Coupon.

Now the thing about Smash Coupons is that they're incredibly useful. Just snip them out, send them off with a cheque, and somewhere in the great big, mythical beast which some people care to call the postal system of this country, the Smash Coupon will become a game, and will be turned around in its great postal voyage and transferred back to you before you can say, "Sinclair User is offering you £1 off a squishy, icky copy of Gutz from Ocean, so get out the scissors and do the usual bizz with the cheque or postal order n' stuff."■





£1·00 OFF

SU SMASH OFFER

GUTZ

Send coupon (and your name and address) to: Gutz Smash Offer, Ocean Software, 6 Central Street, Manchester M2 6NS. Don't forget your cheque/postal order for £6.95 made payable to: Ocean Software. Offer closes July 31

2

GEE BEE AIR RALLY

Bandits at 3 o'clock! Coming out of the sun! Baddaabaddadaddad-addadoom! Aeeeii! What? What do you mean there isn't any shooting or killing involved in *Gee Bee Air Rally*? It's all about flying isn't it? Yeah! Death to the stinky airborne devil-spawn communist pig-dog filth slime pus gook slop hun. No? There's no killing in the game at all? Oh. Ah, it must be a flight sim. then? Great! Zoom over the landscape watching your flight dials, jigging with your aelerons and pitching and yawing all over the shot. No? Well what the blummin' heck *is* it all about?

Flying race? Oh. 3-D Graphics? Ooh. And an 80% mark from Tony Dillon last month? Can't be bad. All right, then. How do I get hold of a copy? I mean, I can't really be bothered to fuel-up the *Cessna* just to pop down the local games shop, but it is a little bit too far to walk. I know. I'll fill in this cheque here for £8.99 and send it off to Activision, and I'll probably get a copy of the game for a lot (£1) less money than most people. Ooh■





£1·00 OFF

SU SMASH OFFER

GEE BEE AIR RALLY

Send coupon (and your name and address) to: Gee Bee Air Rally Smash Offer, Activision, 23 Pond St, Hampstead, London NW3, along with a cheque/postal order made payable to Activision for £8.99. Offer closes July 31st

street sports BASKETBALL

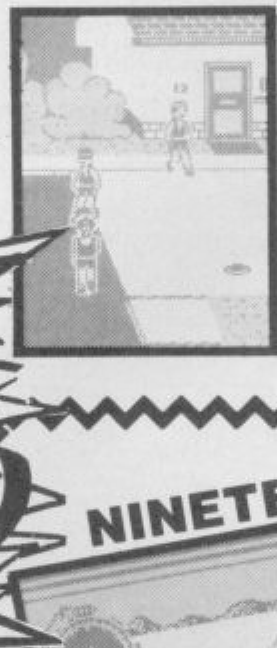
3

"Yo! Tony! Aaaow! Over here. Yeah! Right. Duppa-duppa-duppa-ba-dooop! All right! In the hoop. What a totally fantastic dunk!"

Shut up you blathering cretin. You're about as credible a basketball player as I am an astro-physicist. What Jim was trying to tell you is that basketball is really rather entertaining, and Epyx's version of the game as it is played on the streets of America is not that bad either.



You can pick your team from a whole bunch of people with various talents and shortfallings – some have got as much ball sense as a labotomised frog, and will drop the bleeding thing as soon as they've got it. Others, on the other hand, are totally fantastic in every way and will do virtually all of the work for you.



It's a damn fine game, and you can get hold of one for the remarkable, astounding, unbelievable, fantastic, astonishing, flabbergasting, terrific unspeakably generous price of just: £7.99 yessir. That's a whole £1.00 off the price that weirdos who don't read Sinclair User would have to pay■

£1·00 OFF

SU SMASH OFFER

STREET SPORTS BASKETBALL

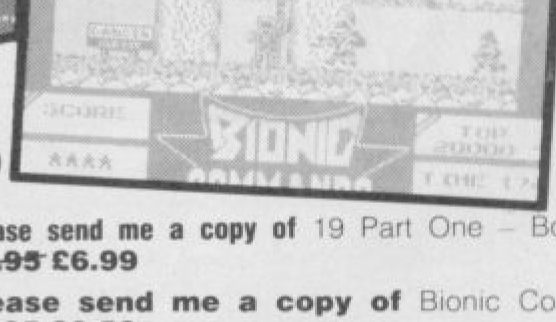
Send coupon (and your name and address) to: Basketball Smash Offer, Epyx Software, Units 2&3, Holford Way, Birmingham B6 7AX. Also include your cheque/postal order for £7.99 made payable to: Epyx Software. Offer closes July 31

SMASH OFFER

4

NINETEEN





BIONIC COMMANDO

Castle Computers

Taran-taraaaa!!! Hot news! SU, in conjunction with Castle Computers, **offers you the chance to save money on two top games titles, and get a free game in the bargain!**

Castle Computers **is one of the UK's biggest mail-order software services. With a chain of 3 shops, and huge warehouses storing almost £½m worth of stock,** Castle **offers fast, efficient computerised mail order service and big savings.**

Now we've chosen two titles to offer at Castle's **usual big discount price; but, when you order using the special coupons, you also get a FREE full-price game chosen by** Castle **from their huge stocks.**

Just select the title(s) you want, fill in the coupon, cut it out and send it with a cheque to SINCLAIR USER SPECIAL OFFER, Castle Computers, Castle House, 11 Newcastle Street, Burslem, Stoke-on-Trent. You don't even pay postage. Original coupons only, no copies. Closing date, July 18th 1988■

Please send me a copy of 19 Part One – Boot Camp **at ~~£9.95~~ £6.99**

Please send me a copy of Bionic Commandos **at ~~£8.95~~ £6.50**

I also claim my FREE full-price game title (chosen by Castle Computers)

NAME..

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...

I enclose a cheque/PO No .... for £...........

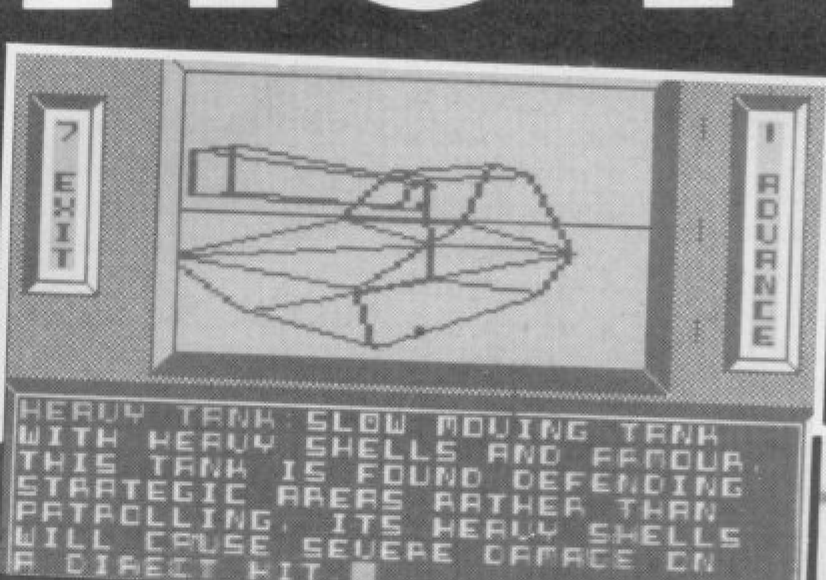
made payable to Castle Computers.

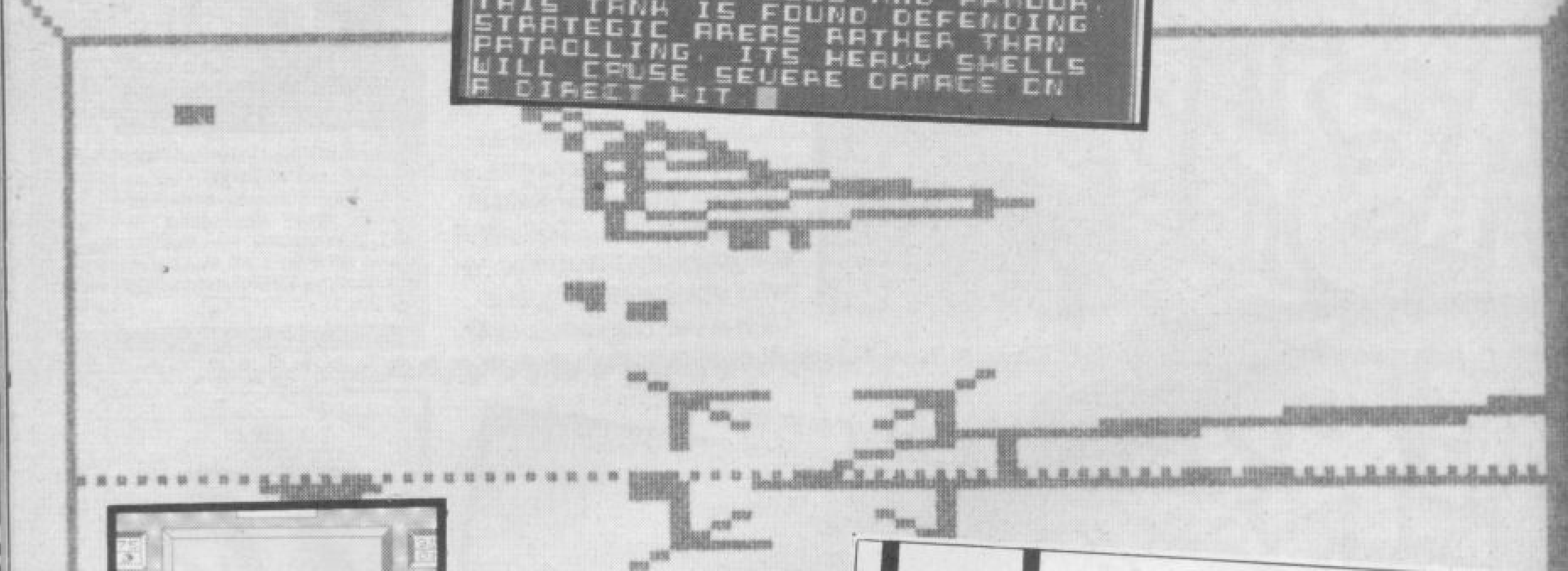
Send to SINCLAIR USER SPECIAL OFFER, Castle Computers, Castle House, 11 Newcastle Street, Burslem, Stoke-on-Trent, before July 18th.

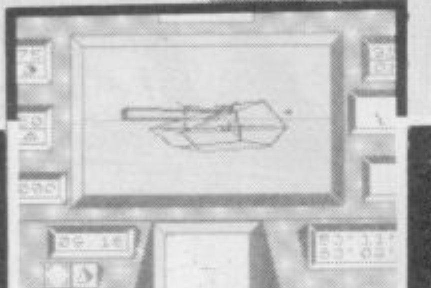
ARTIC FOX

How long is it going to be before people realise that it just isn't a very good idea to try and convert a game that was out about a year ago on the Amiga (and wasn't actually a technical marvel then) on to the Spectrum? Well, obviously never, because they're still doing it and there's no sign of them letting up.

Articfox is the first game to emerge from the Electronic Arts







stable since **PHM Pegasus** – which was rather disappointing – and it's about as exciting as a cheesey Wotsit that's been dropped in a puddle.

The plot is one of those absurd ramblings that you could make up in fifteen minutes. Alien invaders have landed in the Arctic circle and are setting up an atmosphere processor which will make the Earth's atmosphere acceptable for their horribly sweaty, flappy alien lungs, thus rendering it unspeakably toxic as far as humans are concerned. And, as per, it's up to you to stop 'em.

So there you are, in your tank, driving around and shooting things. The tiny game-screen is filled with black wire-frame graphics on a cyan (that's blue for non-publishing types) background which move really quite slowly and look quite dreadful. Had they been blue on white, green on black or anything else they should have looked OK, but as they are they make the lines look even blockier than they really are.

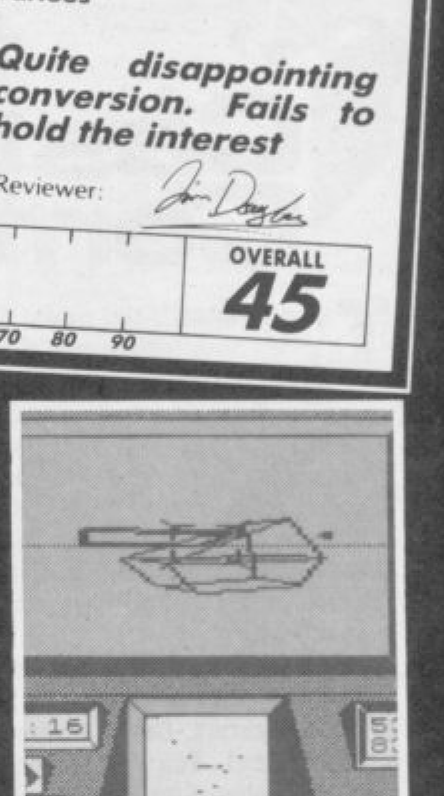
Although there are degrees of strategy; the laying of mines to trap enemy tanks etc, the game really ends up being nothing more than a glorified **Battlezone** on ice.

There are numerous tweaks and touches that do manage to elevate **Articfox** above a simple arcade game – you've got to watch out for snow drifts which will screw up your speed, as well as keeping an eye on the radar scanner and the game screen. There are a number of opponents to combat, all looking like they've been made out of coat-hangers and not really moving very quickly.

And that's where the game really falls down. The speed is just not good enough. The only time when there's a half-way decent spell of graphics is when there is a single, basic object on the screen; only then does the game move itself around in a half-way respectable speed.

On the plus side though, there is a definite aim to your misson, and a real feeling of menace as the little black dots on the radar screen slowly gather around you. You can chase things around and use guided missiles to pursue the bad guys too. You do end up feeling that you're playing one of those Realtime games from years and years ago though. And one with a slow-motion device attached to the machine to boot.

Don't get me wrong, I'm sure strategy buffs will find lots to keep them amused, and I've got nothing against wire-frame graphics – I thought **Battlezone** was one of the most incredible games ever, but **Arcticfox** just failed to grab me there isn't enough of anything that you haven't seen done better before. (What does this mean exactly? – GT)■



ARCADE REVIEW

FAX BOX

ARTICFOX Label: **Electronic Arts** Author: **In-house** Price: **£9.95/£14.95 (disc)** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
30	30
60	50
PLAYABILITY	LAST ABILITY

Quite disappointing conversion. Fails to hold the interest

Reviewer: [signature]

OVERALL **45**

10 20 30 40 50 60 70 80 90


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FULL PRICE 20

SINCLAIR USER

COMPILED FOR SINCLAIR USER BY GALLUP

Pos	Last	Title	Publisher	Price	Rating	
1	(16)	**WE ARE THE CHAMPIONS** Excellent selection of surprisingly recent hits	OCEAN	£9.99	9 STARS	
2	(2)	**OUTRUN** As close to the original as anyone could expect	US GOLD	£8.95	8 STARS	
3	NEW!	**10 GREAT GAMES 2** Excellent compilation, don't wait 'til Christmas	GREMLIN	£9.99	8 STARS	
4	(1)	**PLATOON** Six exciting mini-arcade games, one of Ocean's best	OCEAN	£9.95	8 STARS	
5	(5)	**MATCH DAY 2** A highly accurate football implementation	OCEAN	£7.95	7 STARS	
6	NEW!	**IKARI WARRIORS** Somewhat old fashioned *Commando* clone, good fun	ELITE	£8.99	7 STARS	
7	(6)	**GARFIELD** Easily the best cartoon licence ever	THE EDGE	£8.95	10 STARS	CLASSIC
8	NEW!	**TOP TEN COLLECTION** Worthwhile collection of fun games	HIT PAK	£9.95	7 STARS	
8	NEW	**CYBERNOID** A worthy successor to *Exolon*	HEWSON	£7.99	10 STARS	CLASSIC
10	(11)	**MAGNIFICENT SEVEN** Good value compilation of licensed titles	OCEAN	£9.95	9 STARS	
11	(10)	**720°** Virtually flawless arcade game, don't miss this one	US GOLD	£9.95	10 STARS	CLASSIC
12	NEW	**CRAZY CARS** Closer to a working Golf GTi than USG's Ferrari with a picture	TITUS	£8.95	8 STARS	
13	(3)	**PREDATOR** Macho movie conversion	ACTIVISION	£8.95	10 STARS	CLASSIC
14	(9)	**NIGEL MANSELL'S GRAND PRIX** Technically superb, but not especially exciting	MARTECH	£9.99	7 STARS	
15	(12)	**GUNSHIP** Highly impressive combat simulation	MICROPROSE	£9.95	9 STARS	
16	NEW!	**TARGET RENEGADE** Fast exciting and terribly wince making. Top notch	IMAGINE	£7.95	10 STARS	CLASSIC
17	(20)	**WORLD CLASS LEADERBOARD** Just as good as the original	ACCESS	£8.99	8 STARS	
18	(13)	**COMBAT SCHOOL** Can Ocean do no wrong? Another corker	OCEAN	£7.95	9 STARS	
19	(15)	**GARY LINEKER'S SUPERSTAR SOCCER** Reasonable, though unremarkable, strategy sim	GREMLIN	£7.99	6 STARS	
20	(7)	**ADVANCED TACTICAL FIGHTER** Rivetting shoot-'em-up, with some aspects of simulation	D.I.	£8.95	10 STARS	CLASSIC

HOT FULL PRICE

Lots of things seem to be going down this month, so we've had to grub around the lower reaches of the charts to find some new software. Most notably we found Activision's Karnov, in at number 80; and PHM Pegasus from Electronic Arts which was quite nice, lurking around at 89.



▲ HOT: PHM PEGASUS



▲ HOT: KARNOV

1	GHOSTBUSTERS
2	KIKSTART 2
3	SUPER STUNT MAN
4	WE ARE THE CHAMPIO
5	WAY OF THE EXPLODIN

1	GHOST HUNTERS
2	DEAD OR ALIVE
3	DANGER MOUSE
4	TERRORS OF TRANTOS
5	PLAY IT AGAIN SAM

1	STEVE DAVIS SNOOKER
2	FRUIT MACHINE SIMUL
3	ATV SIMULATOR
4	SOCCER BOSS
5	GRAND PRIX SIMULAT

IN THE TOP SLOT: WE ARE THE CHAMPIONS



CHART COMMENT – FULL PRICE

Much to the surprise of the SU team Predator has taken a bit of a tumble this month, but no doubt it'll shoot back up the charts once Activision tell Arnie about it.

Ocean's We are the Champions takes top spot, bit of a surprise there since it only came out into the Charts at number 16 last month! Nice to see Hewson's Cybernoid launch itself in at number 9, we liked it, and let's face it kids, we were right, weren't we? Lots of new entrants this month, let's see if we can keep a bit of variety in the charts from now on, shall we?

SU CHARTS

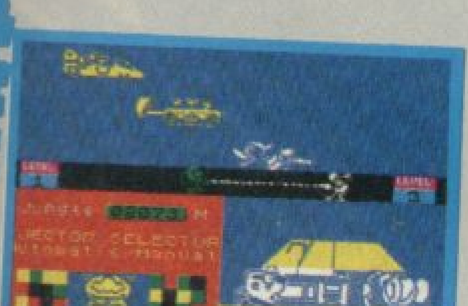
★BUDGET 10

HOT BUDGET

Look out for Danger Mouse in the Black Forest (I told you not to eat that cake Reginald) and sundry titles from Codemastertronicblasters-alternative.



▲ HOT: DAN DARE



▲ HOT: DANGER MOUSE

1	(1)	**GHOSTBUSTERS** Re-release of a not very hot title	RICOCHET £1.99	7 STARS
2	(9)	**STEVE DAVIS SNOOKER** Another re-release of a full price game; interesting	BLUE RIBBON £1.99	6 STAR
3	(2)	**KIKSTART 2** Graphically pleasing, great "Just one more go"	MASTERTRONIC £2.99	8 STARS
4	(3)	**SUPER STUNTMAN** Lots of colourful action and spiffing gameplay	CODE MASTERS £1.99	8 STARS
5	RE	**TRAP DOOR** Well-liked arcade adventure reissued	ALTERNATIVE £1.99	8 STARS
6	(6)	**FRUIT MACHINE SIMULATOR** Surprisingly, the whole thing is idiotically addictive	CODE MASTERS £1.99	8 STARS
7	(4)	**WAY OF THE EXPLODING FIST** The first, and arguably the best, 2 player cobat game	RICOCHET £1.99	9 STARS
8	NEW!	**DAN DARE** Atmospheric, colourful arcade adventure	RICOCHET £1.99	10 STARS
9	(8)	**POPEYE** Re release of ancient DK'Tronics licence	ALTERNATIVE £1.99	7 STARS
10	(7)	**ATV SIMULATOR** Cheap and friendly little simulator, not great but OK	CODE MASTERS £1.99	6 STARS

ARCADE

	MASTERTRONIC
	MASTERTRONIC
	CODE MASTERS
PIONS	OCEAN
DING FIST	MASTERTRONIC

ADVENTURE

	CODE MASTERS
	ALTERNATIVE
	ALTERNATIVE
TOS	ACTIVISION
M	MASTERTRONIC

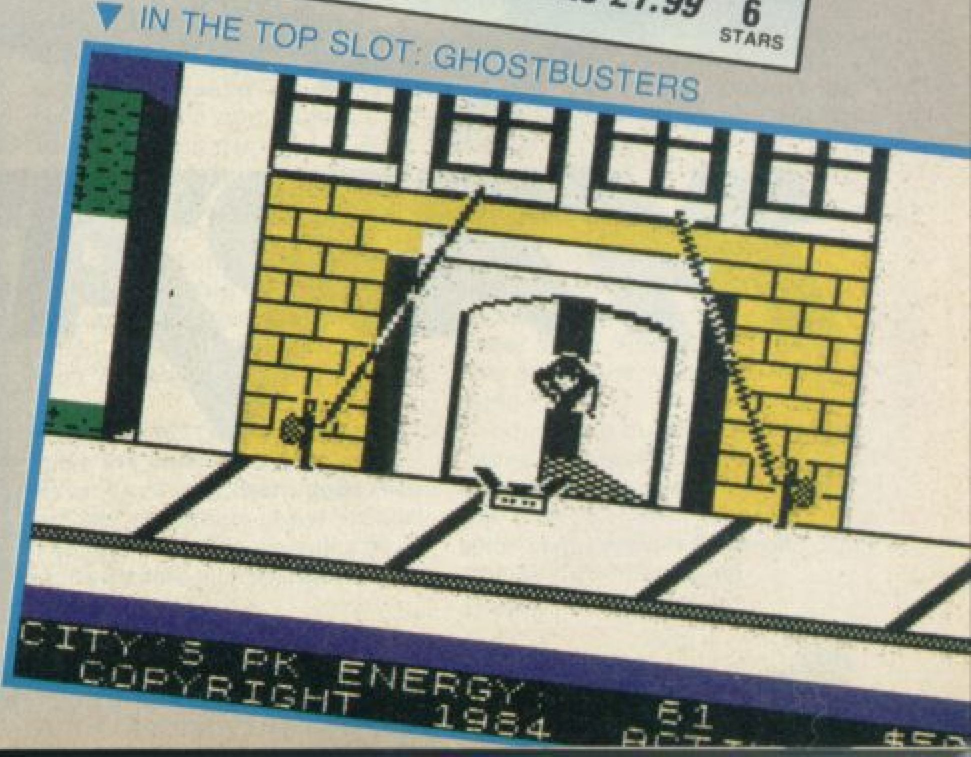
SIMULATION

OKER	BLUE RIBBON
MULATOR	CODE MASTERS
	CODE MASTERS
	ALTERNATIVE
LATOR	CODE MASTERS

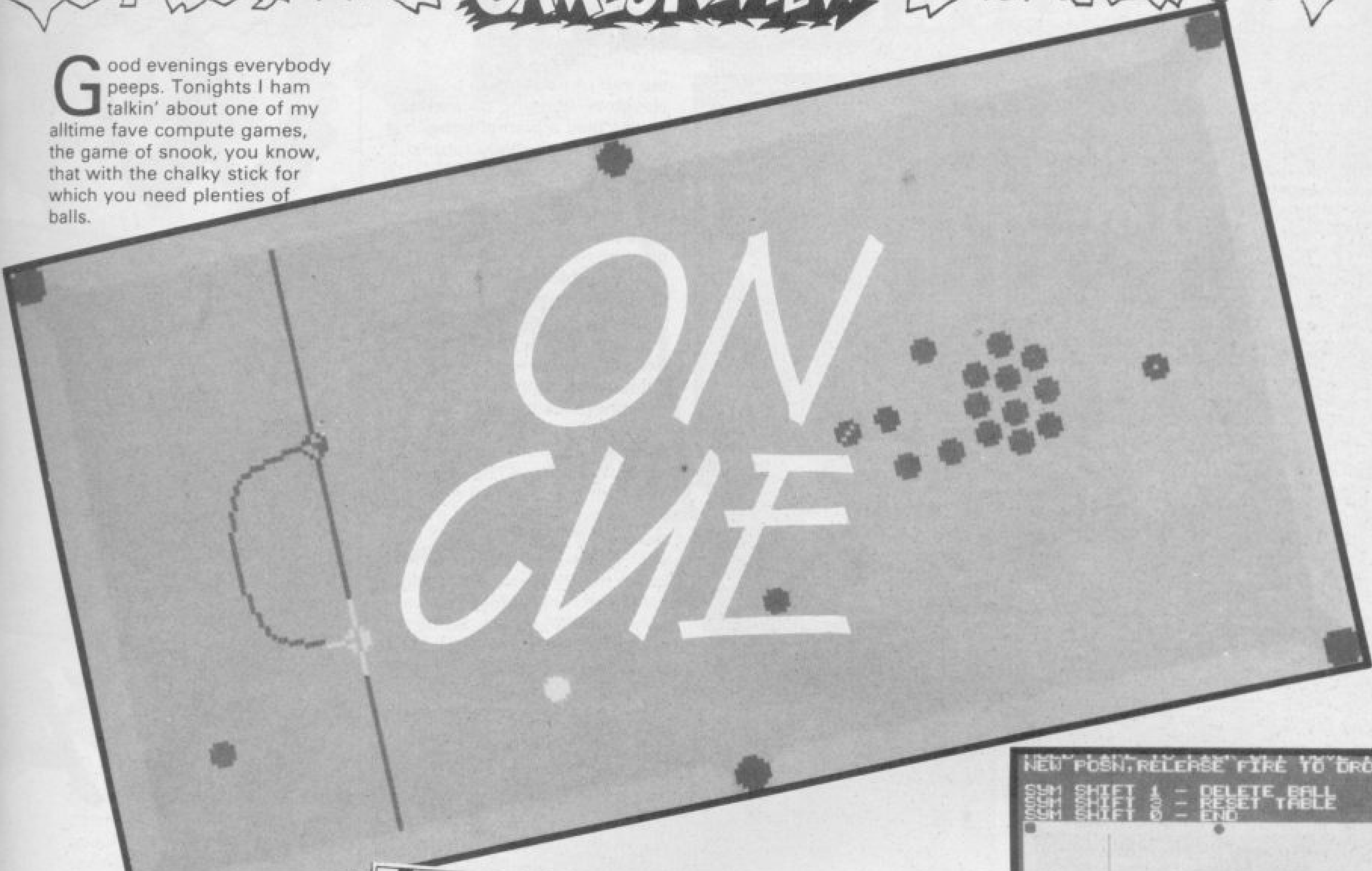
CHART COMMENT — BUDGET

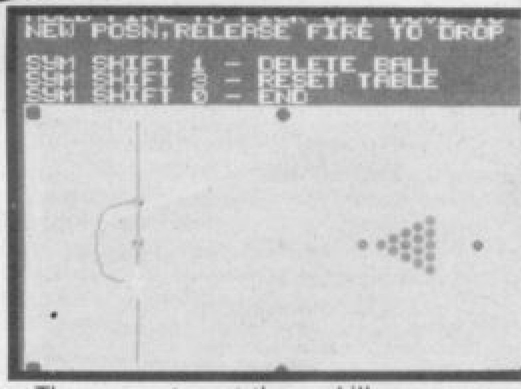
Well they say that variety is the spice of life, what dull lives you must all be leading. The same old titles in the chart, month after month and the only new entry this time is Dan Dare, which is a re-release anyway. Not exactly awe inspiring is it? Ghostbusters remains at number one, and everything else seems to be just a general reshuffle of what was hanging around the place last month. If there's not some frenzied activity on the Budget Chart soon the Bear's going to run amok . . .

▼ IN THE TOP SLOT: GHOSTBUSTERS



Good evenings everybody peeps. Tonights I ham talkin' about one of my alltime fave compute games, the game of snook, you know, that with the chalky stick for which you need plenties of balls.





There is lots of games of snook on the Spec compute, an' you know they is all called **Champions Snook** or **Jolly Good Pool**. Well this one is a little diff, it is called **On Cue** because there is two games on it, snook an' pool, an' because it turned up just in time to get reviewed in this ish, ha ha little jokes.

There's not much diff between snook an' pool, you know; in one, you knock the balls in the pocks red-colour-red-colour-red-colour like that, in the other it's all the same colour, much simpler, specially for supporters of the Arsenal.

So you plugs in your joys stick, or uses your keyboards to move the curse (that's a little X for peeps who don't know better) around the screen. First you has to position the curse, then you press fire and choose the spin. Up, down, left, right, any bloody combination, you select on the big white ball on the top right then press *Fire* again. Last you choose power, usin' bar chart on left, the press fire and corblimeyhurricanehiggins, off goes the balls all over place. Except some of them goes nice an' fast, an others crawl around like Ossie Ardiles on valiums. It gotta be said all the angles work like theys meant.



The compute got three skill levels from 'Dennis Taylor with his eyes shut' to 'Cliff snort snort I takes a long time to pot a ball Thorburn' an' it knows more about fouls than Chelsea FC, an' tells you whose go it is and whether you want red balls or coloureds.

Other great thing is, peeps can make their own screens using game designer, pick up balls, put them anywheres deletes them, then goes back to game.

So anyways, it's not bad for £2.99 but oh blimeys! Do you have to wait for the compute to make up its mind which balls to shoot! "Trying Red 1" . . . "Trying Red 2" . . . "Trying Red 3" . . . I'll say it's bloody trying! You could eat a giant kebab with tomate lettis onion peppers gherks cuke mouse droppings oh blimey how did those get in there lamb pitta an' lots chilisauce while you was waitin'.

So, it's not quite as interest as Steve "Interest" Davies, but it won't give you pain in the head like Alex 'oh dears mister journalist I appear to have nutted you in the brain,' Higgins■

FAX BOX

ARCADE REVIEW

ON CUE Label: **MAD** Author: **Sean de Bray** Price: **£2.99** Memory: **48K/128K** Joystick: **various**

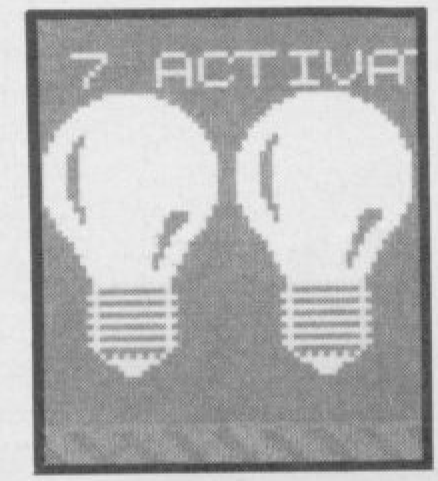
GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY
50	45	55	55

Unexceptional snooker/pool simulation, but the game designer makes it value for money

Reviewer

OVERALL **52**

DROIDS



You'd have to be mad to spend loadsamoney on a big game licence, then put it out on a budget label, and make a complete cock of it too. And that's just what they are – M.A.D. – and just when you thought they were only going to put out good stuff too.

Long ago in a galaxy far away, the prophet Lu-cas hit on a fool-proof scheme to make thousands of children part with their money. He made the hit film *Star Wars*, then licensed companies to produce models, wallpaper, lunchboxes, pyjamas, toothpaste, and probably *Star Wars* fertiliser. But as the money kept rolling in, the films ran out; after *Empire Strikes Back* and *Return of the Jedi*, it all got a bit too much. To keep the gravy flowing, Georgie came up with the idea of turning the lovable droids C3-PO and R2-D2 into cartoon characters, and there was a great chuckling and rubbing of hands.

So, in producing a game based on the cartoon **Droids**, why have Mastertronic splodged it out on the M.A.D.



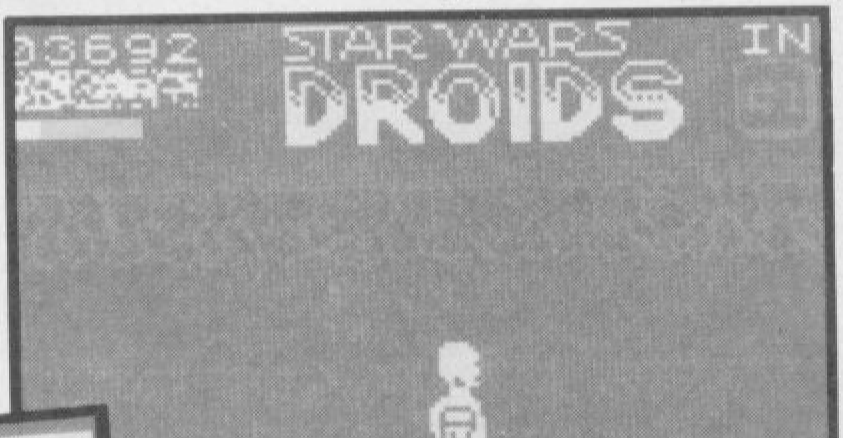
label and made such a hash of it?

A less than fab graphic design and animation depicts C3-PO, trailing the smaller R2-D2, making his way along endless corridors. At the bottom of the screen is a series of icons; using the joystick or keyboard, you select new icons, then press *Fire* to activate the function.

The first four functions are straightforward; move left, move right, and up and down (for use in between-level elevators). Next along is a sphere representing the crystals which C3-PO can throw to deactivate enemy droids (no nasty laser weapons to frighten the kiddies). The enemy driods are boringly monochrome, poorly designed and animated, and disappear without so much as an explosion when they're hit.

There's also an icon which allows you to duck under droids flying overhead, and one to allow access to computer terminals. These are found at the end of each level, or at elevators. Logging on allows you to play a dismal subgame in which these really futuristic lightbulbs (LIGHTBULBS???!!?) flash in sequence, and you have to press keys to match the sequence. Unless you get through the subgame you'll find your way blocked by forcescreens.

As you trundle along doinking droids, you pick up extra crystals and passes for the computer terminals. As you get to higher levels, you'll also come across drills, cannon, fire sprinklers and magnets which sap your energy. The eventual aim is to complete all eight levels and escape from the nasty intergalactic prison, but such is the mediocrity of this game that I'm sure you'll feel like screaming before you've completed level two. So here we go: EEEEEEEEEHHHHHHHFG! EEEEEEEEEEEEEEEEEEEEEEEEE-EEEEEEEEGGGGHH!■



FAX BOX

ARCADE REVIEW

DROIDS Label: **M.A.D.** Author: **Binary Design**
Price: **£2.99** Memory: **48K/128K** Joystick: **various**

Incredibly disappointing arcade game based on the Star Wars cartoon

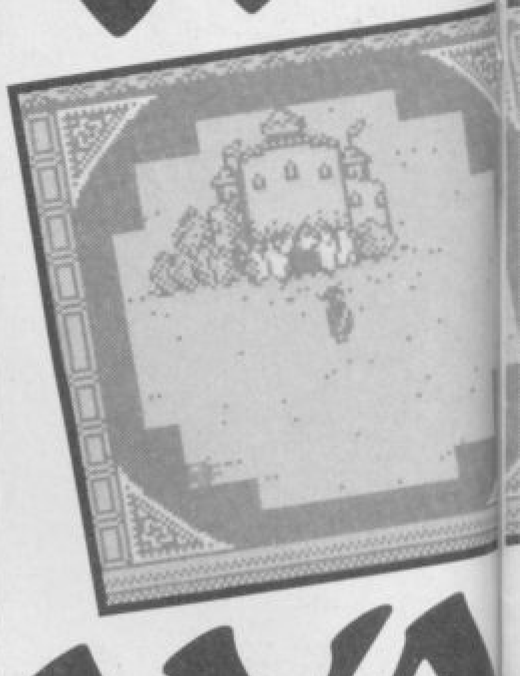
GRAPHICS	SOUND
45	40
40	45
PLAYABILITY	LAST ABILITY

Reviewer:

OVERALL **42**

10 20 30 40 50 60 70 80 90

WI



WA

If you like computerised versions of **Dungeons and Dragons,** you normally have to put up with pathetic graphics showing piddly little matchstick men going, "ecky-ecky-ecky" in featureless boxes meant to represent amazing pixie treasure chambers. There are so many games of this kind around that I seriously think **D&Dists** actually LIKE pathetic graphics.

Fortunately, you now have a choice. You can be a weedy wet and stick with the matchstick men; or you can get **Wizard Warz** and enjoy an altogether more visual experience.

Wizard Warz casts you as a junior sorceror with big ambitions. The game is in three parts: First, find the treasure, defeat guardian monsters and claim your reward. Second, slay a selection of demons. Third, defeat the 7 wizards and take your place as the Big Boss.

The playing screen is divided into 8 main sections. Starting top left, you have your spell book. There are around 30 spells from which to choose; as you gain more power, you can add more spells to your book. The abilities of each spell are explained in the manual, so selecting the best ones for the current quest is a major part of the game.

Below the spell book appears your own image, which changes according to your state of health. Below this are the 3 bar charts which show your

ZARD



ARCADE

REVIEW

FAX BOX

WIZARD WARZ Label: **Go!** Author: **Canvas Software** Price: **£8.99** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
77	60
78	80
PLAYABILITY	LAST ABILITY

Complex, entertaining and nice-looking D&D simulation

Reviewer:

OVERALL **77**

10 20 30 40 50 60 70 80 90

RZ

pnysical, spiritual and metal state. You can exchange points between these attributes, and boost them by performing certain quests, eating food and so on.

In the middle of the screen is the main playing area. This is a large scrolling landscape through which you move in search of cities, treasures and monsters. When you encounter a monster, this changes to a combat screen where you must cast your magical spells in an attempt to slay each opponent. Below the main display is your inventory, which shows your food supplies, treasures which must be returned to the cities and so forth. On the right of the screen appear your opponents' spell books, images and attributes. Sound effects are minimal, after the admittedly decent theme tune.

Apart from the fact that the controls gave me no end of gyp – select Interface 2, and you get Keyboard control, then the *Fire* key doesn't work, and all kinds of hassle – **Wizard Warz** is good fun, and much beter looking than many similar attempts to do a **D&D**. The big problem, which it has in common with previous titles, is that there are long periods of wandering around with nothing happening; I suppose you could argue that it captures the boredom of being a junior wizard wandering around without knowing where one's next quest is coming from. But even so it's still dull as ditch water in this section. Still and all, I'd rather see a system which guarantees continuous action■



TWILIGHT

SHADOW SKIMMER

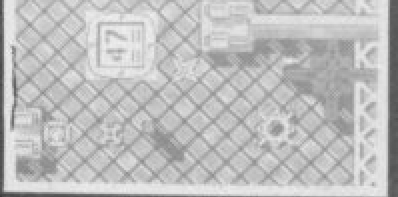
ARCADE Label: **Micro Selection** Author: **The Edge** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

Another SU Classic at a budget price, but is the gameplay as good as the graphics?

When Shadow Skimmer first appeared, jaws dropped, eyes boggled, and quiet burbling noises were heard from reviewers everywhere. The brilliant graphic design, complete lack of colour clash, and incredibly fast screen-flipping were like nothing ever seen before. Unfortunately, the gameplay doesn't really stand the test of time.

You pilot a surveillance craft moving over the surface of a giant automated space station. The station's guardian droids have gone loony and think you're an intruder, so to put things right you must clear 3 areas of droids with your lasers.

At the end of each area there's a device to be destroyed before you move on to the next. There's not much more to it except the inertial effects by which your ship is bounced all over the place by the aliens. While the fast screen-flipping here is very impressive, it makes the game difficult to play and you can soon feel frustration setting in. Shadow Skimmer doesn't retain all its initial charm, but at this price it's worth seeing nonetheless■



74%

FA CUP FOOTBALL

SIMULATION Label: **Ricochet** Price: **£1.99** Author: **Virgin** Memory: **48K/128K** Joystick: **none** Reviewer: **Chris Jenkins**

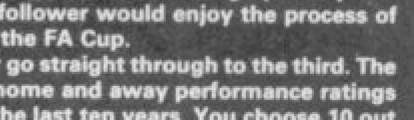
Worthy but dull simulation of management tactics in the FA Cup contest

It says just about everything about FA Cup Football that the insert is illustrated not with the usual screen shots, but with some lovely photos of athletic footballers. The game itself is so graphically dull that only the most fanatical footie follower would enjoy the process of guiding ten chosen teams through the FA Cup.

You can begin in the first round or go straight through to the third. The league and non-league clubs have home and away performance ratings decided by their real-life results in the last ten years. You choose 10 out of the 128 clubs, and up to 8 players can compete.

The matches are then played to a thrilling background of text, and this happens for round after round until you get to Round Four, where you get the chance to rethink your tactics at half-time. At later stages you also have the chance to bring on substitutes and so on, but you never get involved in the complexities of finance, team lineups, transfers and so forth, as you do in more sophisticated sims.

Overall, I'd say this one deserves the red card■



41%

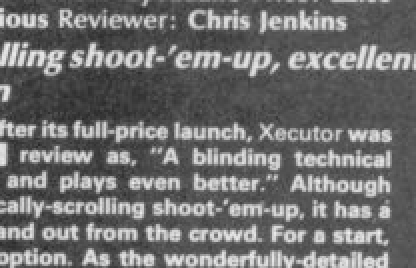
XECUTOR

ARCADE Label: **Micro Selection** Author: **Cybadane** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

SU Classic vertically-scrolling shoot-'em-up, excellent graphics make it a bargain

Re-released incredibly quickly after its full-price launch, Xecutor was described in its original SU review as, "A blinding technical achievement . . . looks good and plays even better." Although basically it's a straightforward vertically-scrolling shoot-'em-up, it has a couple of features which make it stand out from the crowd. For a start, there's a two-player simultaneous option. As the wonderfully-detailed backgrounds scroll past you, you just zap the waves of enemy fighters, and knock out laser bases. These leave behind weapons pods which you can pick up to add multiple lasers, smart bombs and shields to your arsenal. In two-player mode, you can either play co-operatively or competitively, destroying the weapons you don't need so your partner can't pick them up.

At the end of each level you get a lovely multi-weapon mothership to destroy, and on later levels dodging through the ironmongery becomes as challenging as seeing off the fighters. Excellent buy■

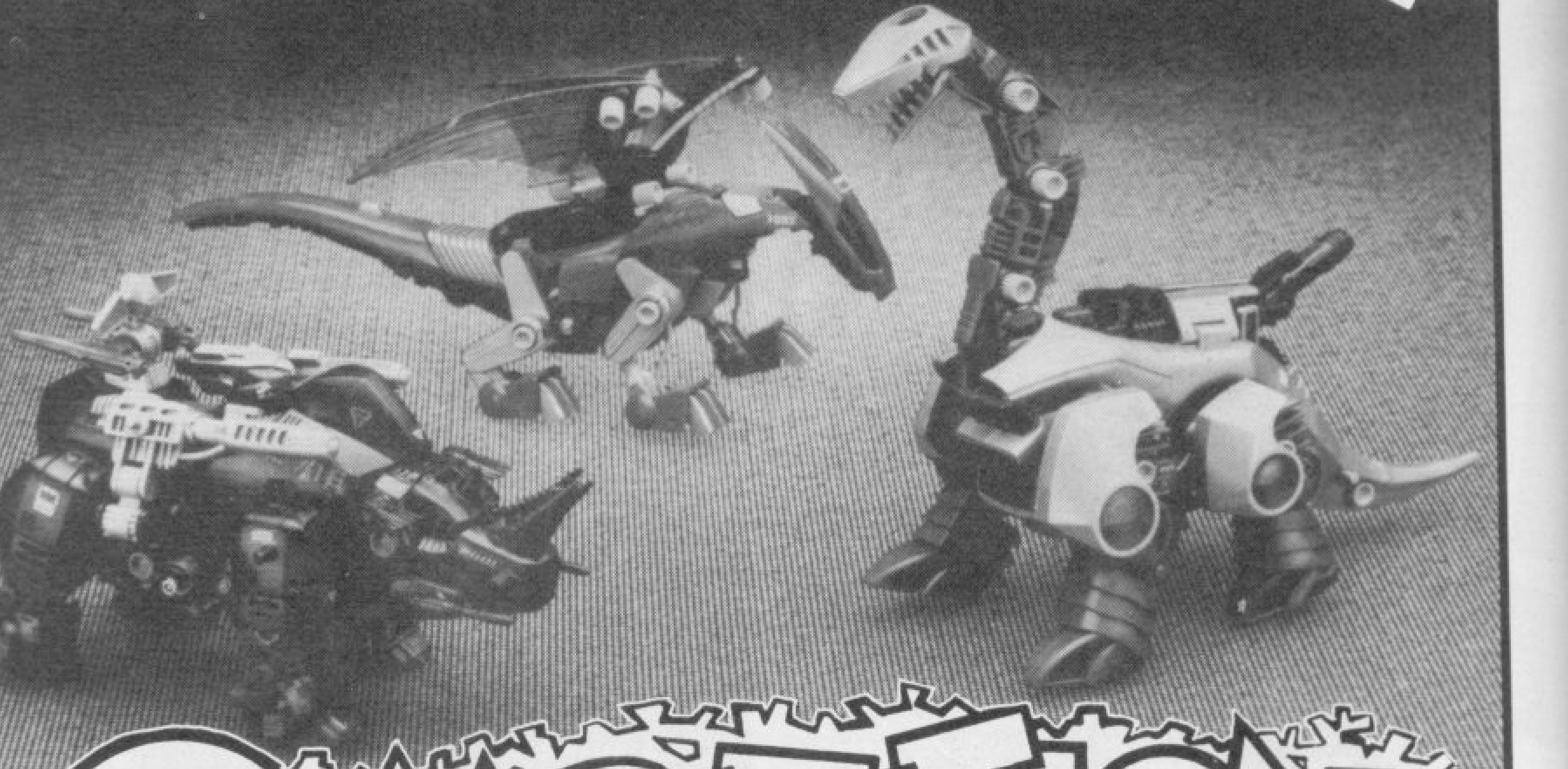


92%

ZONE

We're giving away 20 SUPER ZOID 1000 toys, featuring sleek styling, moving parts, threatening weapons and powerful clockwork motors!
PLUS 20 FABBY ZOID WIND-UP toys for the runners-up!

TOMY



COMPETITION

Millions of years ago, on a planet in a distant galaxy, lived the Zoids. The planet was barren and desolate, blasted by the sun and worn by endless winds. But was it quiet? Was it 'eck. KERAAASH! BOOOM! ZONK! went the planet, and it was all on account of those fearsome Zoids.

Hulking monster-machines, heavily armed and armoured, the two groups of Zoids – the Blues and the mutant Reds – battled endlessly over the remains of the planet. Over the millenia they evolved to suit the planet's harsh conditions, and to do each other even nastier injuries.

Now those nice people at Tomy are giving you the chance to win one of forty of the latest Zoids in a competition which would've been amazingly difficult if we hadn't made it so easy!

Tomy Zoids are easy to assemble, look incredible, and are driven by powerful clockwork motors. If you collect more than one you can mix and match parts to create your own frightening fighting machines.

To get you started we're giving away 40 Zoids. The 20 first prize winners get one of the new Super Zoid 1000 models – Rhinos, Zolkon, Dramadon, Cyberdon, Zear or Zarwolf. Each features sleek futuristic design, moving features and extra-power clockwork motor. Twenty second prize winners get a Super Zoid Wind-up, one of the front-line soldiers including snail-like Slime, sinister Z-Ray, creepy Krok and 6 others.

All you have to do is answer the questions, fill in the entry form and post it off to ZOIDS CONTEST, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF, before the closing date of July 18th. The 40 lucky winners picked out of the hat (It isn't a hat actually, it's a large cardboard box, sorry to shatter your illusions – GT) get their houses stamped on by vicious Zoids (if they won't fit through your letterbox)■

1) Which of these is NOT one of the Zoids?
A) Znake
B) Scavenger
C) Dennis

2) What's the name of the Zoids' home planet?
A) Milton Keynes
B) Zoidstar
C) Tomytoys

3) Which is the chief of the Zoids?
A) Mighty Zoidzilla
B) Fluffycuddlezoid
C) Trapezoid

Send to ZOIDS CONTEST, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date July 18th 1988. No employees of Lord EMAP or Tomy, giant armoured monsters or Chris Jenkins may enter.

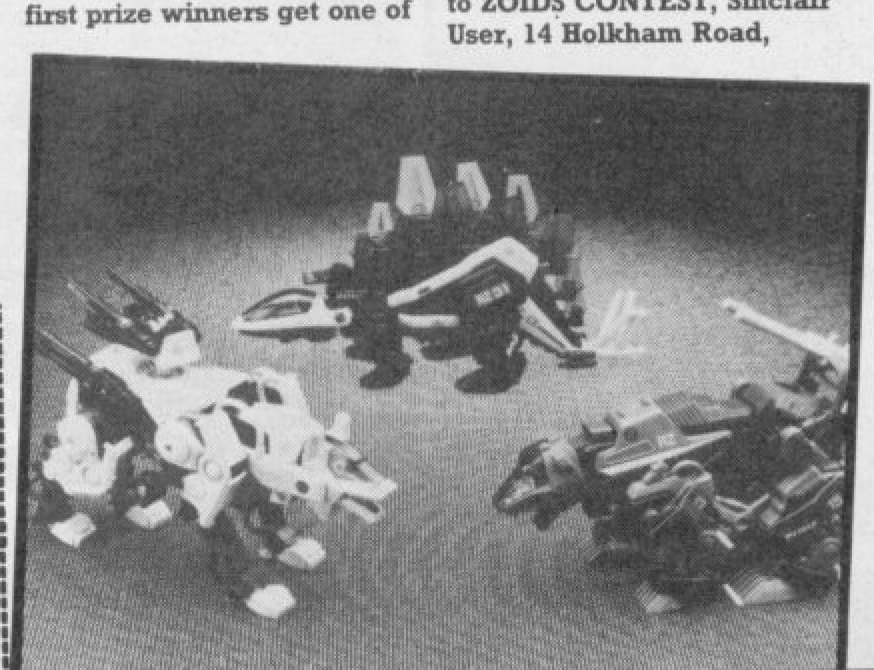
NAME.................................

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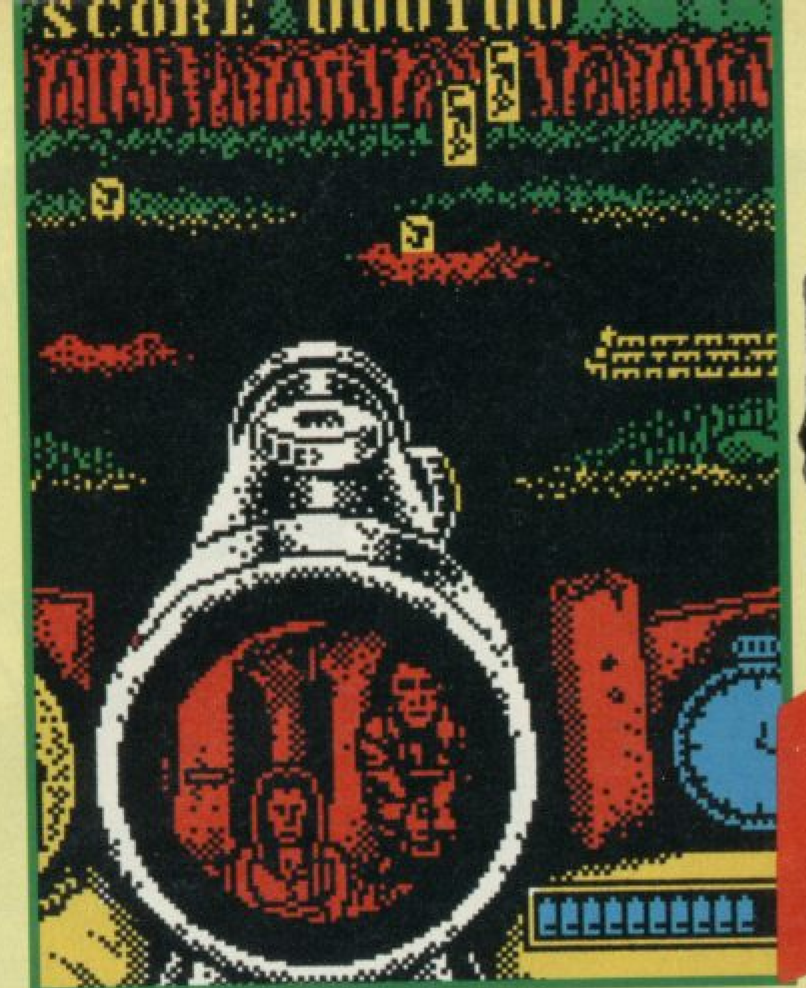
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ANSWERS: 1 2 3





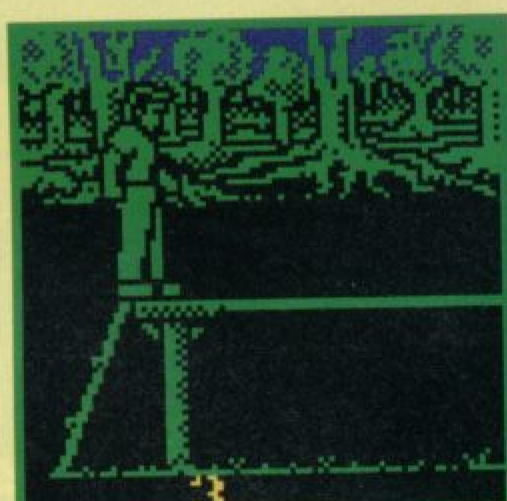


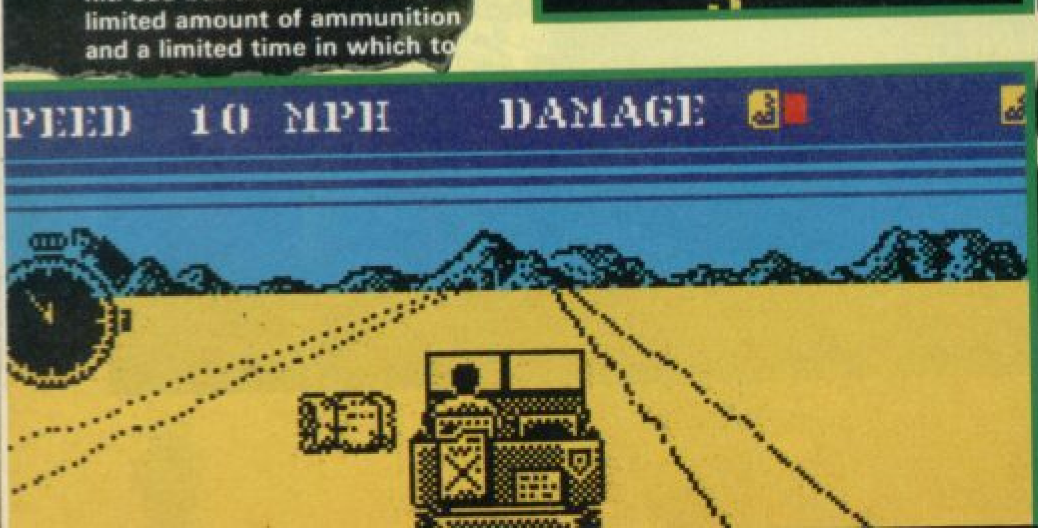
It's 1965. You're 19. You're content and comfortable. The last thing you expect is to be torn away from your home and your friends, have all your hair shaved off and transported seven thousand miles to Vietnam. Yup, you're drafted! No wonder the poor begger on the title screen looks so miserable.

19 Part One – Boot Camp is based on the hippetyhoppety scritchy-scratchy pop songette which was such a big hit for Paul Hardcastle a couple of years ago. In case you don't remember, it used extracts from the documentary *Vietnam Requiem* to lament the fate of the 19yearolds who were drafted into the Vietnam war, made to endure a year of hell then shipped back home to general indifference. Cascade's game doesn't even get as far as Vietnam (that's being saved up for the sequel), instead, it concentrates on the arduous combat training, and, very much like Ocean's coinop version Combat School, consists of several sub-games which must be completed in order.

There are four main sections to the game, and while none of the ideas are terribly original, they're all executed with some flair. The first is the Shooting Range, where you peer through a sniper scope which magnifies a section of the wooded landscape. On the treeline and from behind bunkers pop up shadowy figures. You must scroll in four directions until you have them in your sights, then blast away. The view through the sniperscope scrolls with astonishing speed and smoothness, but as the scope itself doesn't move at all, you may lose track of which part of the landscape you're aiming at. Some of the targets represent hostages and innocent bystanders, and shouldn't be hit. Sad but true. You have a limited amount of ammunition and a limited time in which to score enough to take you through to the next section.



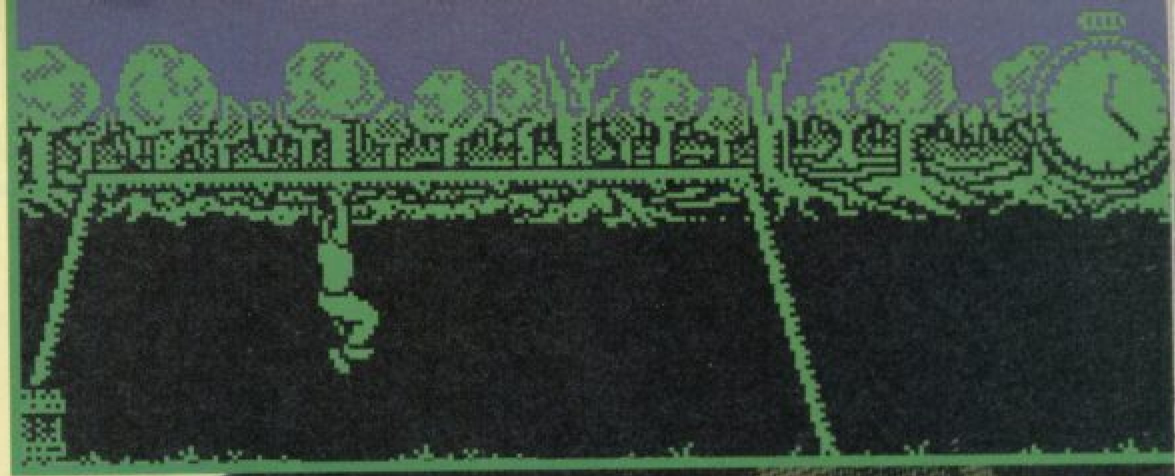




The Assault Course is another challenge. Here you have to steer your running figure across obstacles including plank walks, posts, barrels and monkey bars. This is a test of co-ordination with keys or joysticks, and again you're up against a time limit.

Unarmed Combat comes next; here you have your chance to get your own back on the sadistic master sergeant (not Sargeant – programmers please note ...) The two combatants face each other across the gym, and have a variety of fighting moves with which to clobber each other. Energy bars to each side show your progress, and again you're playing against a time limit.

The final section is Off-road Driving, in which you jump into



HINTS & TIPS

- *Don't waste ammunition in the shooting range. If you run out, you will lose valuable time as you reload. Don't shoot too fast either, hitting civilians loses you points*
- *In the Off-road Driving section, slow down when the road rises. It's difficult to see obstructions here, and you'll lose more time by colliding with them than you would by slowing down and taking things more carefully*
- *Don't be too offensive in Unarmed Combat; remember you're fighting against the clock, so too much time wasted will lose you the bout as surely as being knocked out. Vary your moves until you find one to which the sergeant is vulnerable*
- *Try to keep a constant rhythm on the assault course; one slip on the Monkey Bars and you can lose time and points. Remember, if you fail any part of the training course, you'll have to go back to the start!*

a jeep and steer it through a landscape of boulders, oil drums, barricades and fuel cans' Bous stars, fuel drums and time tokens can be picked up, but you must be careful not to steer into obstacles which will bring you to a halt and lose precious seconds. The background scrolling is well done, and the landscape rises and falls, a la Super Hang-On.

The music and sound effects are well up to standard, and the 128K version of Paul Hardcastle's original 19 has to be heard to be believed. There's some nice sampled speech, and as a special bonus you get a 12" remix of the song on cassette. Considering that each of the sub-sections is better than many a full-price game, you can't beat 19 for value. If you don't mind the inevitable wait for the multiload, it's a corker■

ARCADE REVIEW

FAX BOX

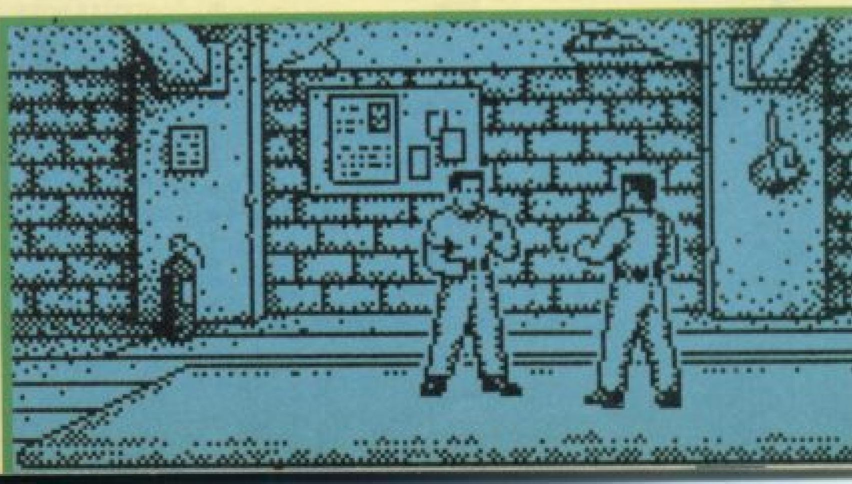
19 Label: **Cascade** Author: **Paul Laidlaw, Tony Warriner** Price: **£9.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
82	83
84	83
PLAYABILITY	LAST ABILITY

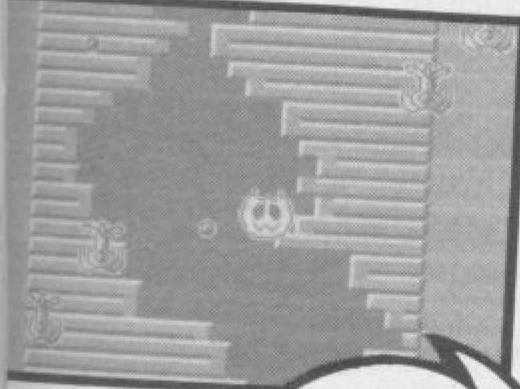
Multi-game combat training simulation with some fine touches

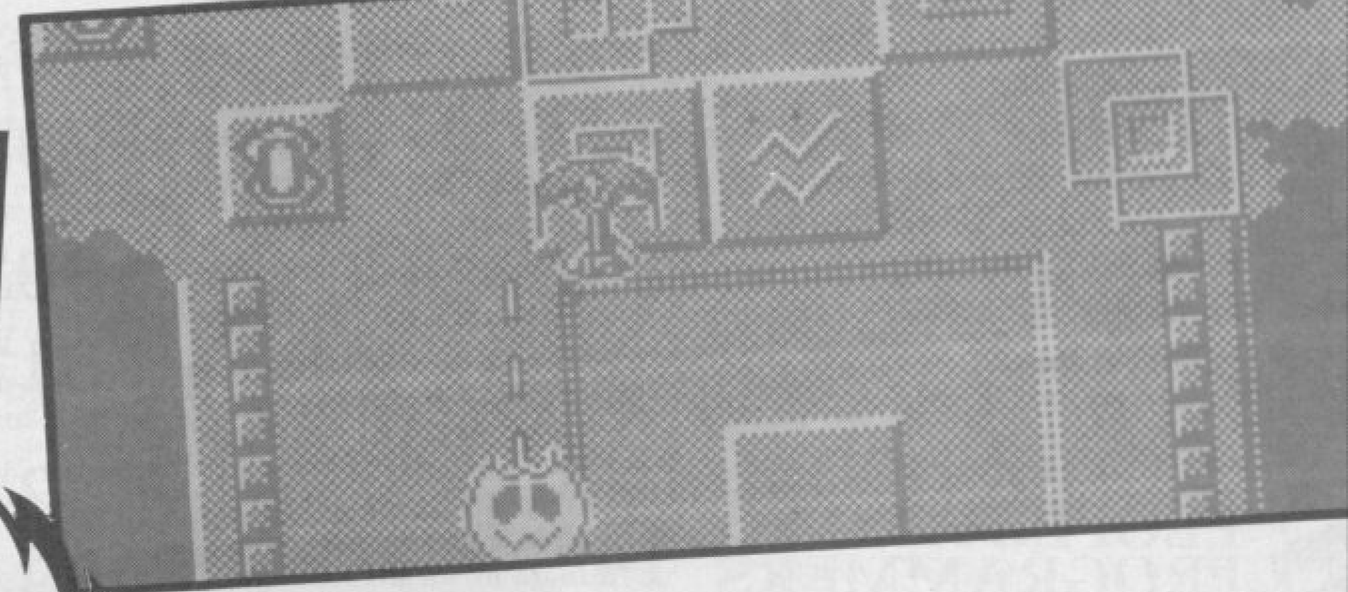
Reviewer

OVERALL 84



What a spiffy little shoot-'em-up! Not a jot of originality, to be sure, but the software equivalent of a really hot, steamy Big Mac –





POWERAMA

greasy but satisfying.

Powerama (is it meant to be Power-ama or Pow-erama? I dunno) features some neat designs, excellent sprite masking and scrolling, and a good deal of vertically-scrolling havoc. Whilst your spaceship looks a bit like a distorted Smiley Face (I think the features are meant to be portholes and vents) the alien fighters are suitably sinister and threatening, and the features of the enemy battle cruisers over which you fly are nicely designed.

All you have to do is blast the surface features in order to deactivate the fleet's solar energy converters and give your fleet a chance to regroup and attack. Rather than sitting watching *Neighbours,* the aliens churlishly decide to blast you to atoms, so as you proceed upwards you'll have to fight them off. The attack waves are semi-random, so every game is different. Swirling from the top and side of the screen, all the aliens can be destroyed with one blast from your laser, but some move faster and less predictably than others.

As you progress you'll see small flashing icons which you must fly over. This gives you extra speed (which you'll definitely need if you want to get through the early stages), extra bullets and bonus lives.

At the end of each level there's a mother ship which can probably be destroyed, but as it throws bombs at you at a generous speed, it's better to keep well out of its way. Get yourself killed, and you'll disintegrate convincingly.

On the high score table you can choose to start on any of the first four levels. I can't see anyone regretting investing in **Powerama**; gameplay's fine, the sound's OK and the graphic design is good. I particularly like the way in which the alien ships are always highly visible, despite the fact that your own ship, the aliens and the background are shown in the same colour. That's the sign of meticulous work■





FAX BOX

ARCADE REVIEW

POWERAMA Label: **Power House** Author: **D Crummack and C Galley** Price: **£1.99** Memory: **48K/128K** Joystick: **various**

budget

Excellent vertically-scrolling shoot-'em-up

Reviewer: [signature]

GRAPHICS	SOUND
80	70
80	92
PLAYABILITY	LAST ABILITY

OVERALL **82**

ELITE SU MEGA QUIZ??!

There are many many phenomena in our cosmos which are fascinating in their complexity, disturbing in their intricacy and baffling in their quirkiness. The Sinclair User Quiz isn't one of them, but it's the most difficultest quizzy-wizzy in the whole big wide world.

And Elite agree. We've teamed up to find out exactly who is the Elite Mr Knowitall of Software. The first person who manages to answer all of the questions below and sends in their answers to us will receive a fantastic trophy, and a certificate and a mystery prize worth £100. And the next 150 people who get all the answers correct will receive a certificate explaining what a brainy sod they are.

SECTION 1 – PEOPLE AND PROGRAMMERS

1 Name the genius behind **Joe Blade, Deviants** and **A Day in the Life of the Thing.**

2 Here's a hardie. Who are John Prince and Duncan Campbell?

3 The Oliver Twins are the master programmers at Codemasters. What are their christian names?

4 Who created **Monty Mole**?

5 **Quazatron, Magnetrun** and **Ranarama** are all from the warped mind of which Hewson programmer?

6 **Yeti** and **Teladon** are the first releases from a one-man software house, named Destiny. Who is that man?

7 Elite's fabbo **Thundercats** came from the Greg Follis/Roy Carter/Stuart team, otherwise known as . . . what?

8 **2000AD** has been a source of inspiration for many games. Two of them, namely **Slaine** and **Nemesis the Warlock** were programmed by the same person. Who?

9 Which is the lead programming house of US Gold's label, GO!?

10 How many games has Raffaelle Cecco written?

11 Which conversion of a C64 classic is Dominic Robinson famous for?

12 Who is Code Masters music supremo?

13 Who wrote the classic wargame, **Rebelstar Raiders**? I'll give you a clue, it's not Firebird.

14 How many members are there in Virgin's Gang of Five?

15 John George Jones is the author of the sick **Go to Hell** and the equally sick . . . what?

16 Don Priestly became quite famous with games such as **Popeye** and **Trap Door.** What special features linked all his games?

17 Name Ocean's hot new programming property.

18 What have **Yeti** and **Xecutor** got in common?

19 Who is David Sh'ea and for which game is he best known?

20 Name the previous YS hacker who wrote a very successful biking game.

21 Name the Code Masters graphic artist responsible for the sprites on games such as **Transmuter** who tragically died this year.

22 MD Software programmed **Knightmare.** What does MD stand for?

23 Name CRL's in-house programming team.

24 Who is Addictive Software's prolific programmer?

25 What type of game is Costa Panayi famous for?

SECTION 2 – HEROES AND VILLAINS

26 Who is Vitorc's alter ego?

27 Who is Xain?

28 Who is Ukko?

29 In which game do you have to rescue General Alexander Bonn?

30 Who is the world's most unpopular mole?

31 Who had to brave the terrors of the beach, the boat and the attic to name but a few places?

32 Who has to get the Sankara Stones?

33 Who has to rescue Tina?

34 Who had trouble with the off-white knight?

35 Who has to destroy Nebulithone?

36 In which game do you have to kill the Queen of Sckunn?

37 In which game does Leader One appear?

38 When do you fly a vaus pod?

39 When did Jack come back?

40 When do you take on the might of Mumm-ra?

41 **Judge Dredd's** main enemy is about to be featured in his own game. Who is he?

42 Who goes, 'Go-go'?

43 Who is Geldra?

44 Who are Ralph, Victoria, Tim and Sniffer?

45 Where do you find Jon?

46 Who solved the castle mystery?

47 Who ran the Gauntlet?

48 Who would you find watching over you if you were in Damonia Castle?

49 Who is Dutch Scheaffer's enemy?

50 How is **Vera Cruz** nowadays?

ELITE SU MEGA QUIZ??!



ELITE SU MEGA QUIZ??!



SECTION 3 – COMPANIES AND SOFTWARE HOUSES

51 Who released the berilliant **Ikari Warriors**?

52 Who played Sam again?

53 Who did the Xecuting?

54 (Trick Question) Who has released Hit after Hit?

55 Who was originally responsible for **Chaos**?

56 Who created **Red October**?

57 System 3 has released 4 popular karate games. **The Last Ninjas 1** and **2** count for 2 of them. Name the others.

58 Who did Hewson join with to create a new label?

59 Name Mastertronic's arcade counterpart.

60 Who owns the licences to **Flying Shark** and **Bubble Bobble**?

61 Who will release Sega's **Afterburner**?

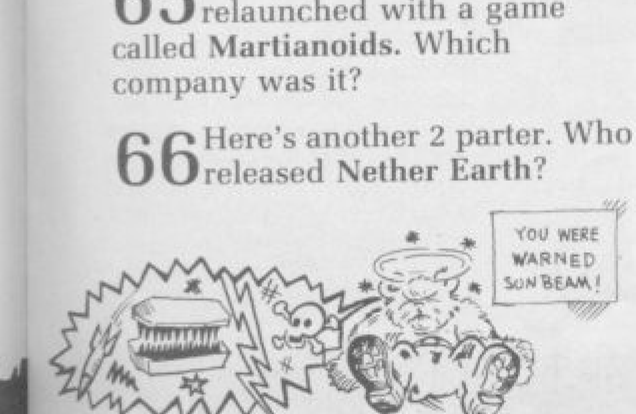
62 Which company released **Maziacs, Zig Zag** and **Jumbly**?

63 Here's a two-parter. What company that Mastertronic bought last year is now producing Arcadia conversions?

64 Part 2. Which company bought a substantial share in Mastertronic?

65 In April '87, a company was relaunched with a game called **Martianoids**. Which company was it?

66 Here's another 2 parter. Who released **Nether Earth**?



67 And what are they called now?

68 Which company had talking balls?

69 **Xen** was a crappy shoot-'em-up first released by Creative Sparks. Who re-released it?

70 Which company had us all in stitches with its Tolkein send-ups, not to mention the teletext simulation?

71 Beam Software, writers of games such as **Doc the Destroyer** and **Penetrator**, write for which company?

72 Who quilled, patched, pressed and pawed us?

73 Who wrote and released **Minder**?

74 **Paperboy, Ghosts and Goblins, Commando** Bombjack were all arcade conversions by which company?

75 Who made us go oooh with the +D interface and may make us go aaah with their Spectrum compatible Amiga?

SECTION 4 – GENERAL

76 How many levels are there in **Thundercats**?

77 Come to mention it, how many **Thundercats** are there?

78 How many levels are there in **The Sentinel**?

79 Who publishes **Magnetic Scrolls'** work?

80 How many **He-Man** games are there?

81 How many different types of Spectrums have there been? (excluding the Spanish and Timex editions, smart asses).

82 How many large bridges do you cross in **Ikari Warriors**?

83 What's the maximum number of bullets you can have in **Flying Shark**?

84 How many multiples can you have in **Nemesis**?

85 . . . and in **Salamander**?

86 How many zones are there in **Earthlight**?

87 What have **Vixen** and **Barbarian** got in common?

88 Name the first **Flintstones** game.

89 Which US Gold personage causes long debates on whether or not he has a moustache?

90 Which number is missing from the **Guild of Thieves** dice?

91 How many parts of a key were needed in the original **Dan Dare**?

92 In which game would you die if you shot a slanty eyed villager?

93 Which game features a Peter Gabriel song as a soundtrack?

94 Which game featured cutting weeds, serving drinks and doing washing?

95 Which cricket game was so bad that you were instructed to break into the program if you wanted to change the team names?

96 What's the wording on the end screen of **Terramex**?

97 In which game do you battle over the world of Orac?

98 On which game did you type I WANNA CHEAT to gain invincibility?

99 How many events are in **Winter Games** from Epyx?

100 What's the name of the knight in **Ghosts and Goblins**?

ELITE SU MEGA QUIZ??!

So get out your thinking underwear and get, um, thinking! Send all your answers, and the coupon below, to:
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NAME...
ADDRESS..
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COMPETITION

Now That's What We Call 'GIVEAWAY'





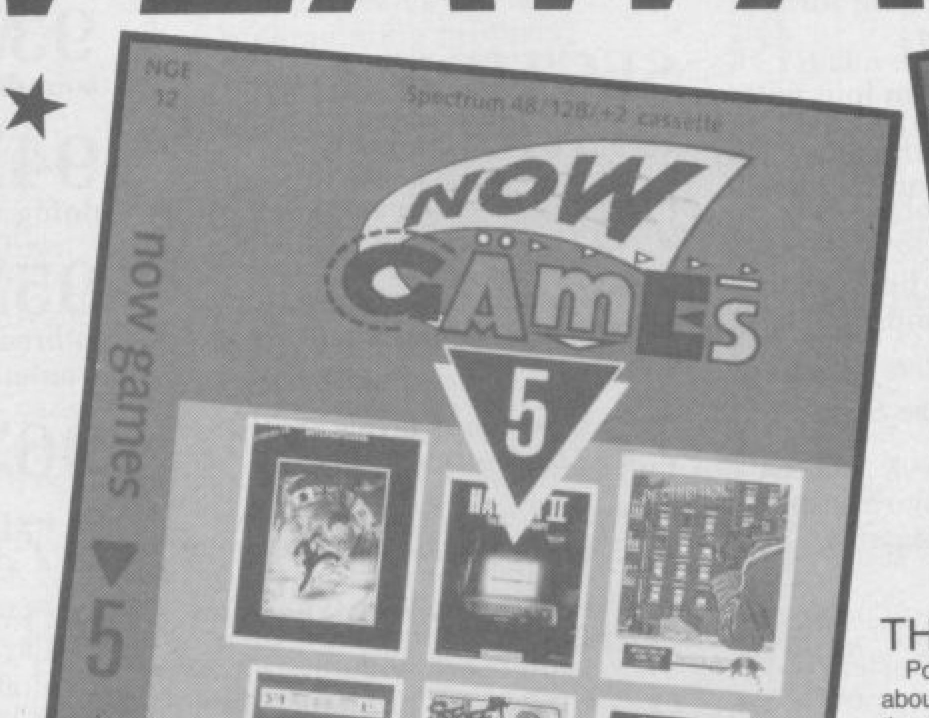
Now this is what we call a competition! To celebrate the impending release of **NOW GAMES 5!** We at SU 76! offer you, ALL OUR READERS! the chance to pick up LOTS OF GOODIES! AGAIN! in our FREE TO ENTER! competition. (That's enough hysterical capitals . . . GT)

We've got Loadsa (That's already enough Harry Enfield references . . . GT) Games Videos and Records to give away in our Fab competition. **Now Games 5!** is an excellent value compilation from Virgin featuring such nifty titles as:

Karate
Prohibition
Rebel
Hacker II and
Street Hassle

THE PRIZES

We've got 30 copies of **NOW GAMES 5,** 15 copies of the latest **NOW** RECORD (it's up to 11) and 15 copies of the latest **NOW** Video (also 11) LOADSAPRIZES in fact. (NO MORE LOADSAANYTHINGS! or I'll put an unexploded pig from a game no one's heard of on the front cover . . . GT) With that many prizes you've gotta stand a chance! First 15 who get the questions right get the videos, next 15 get the record and the remainder get the fab games.





Pet Shop Boys	: **Always on my mind**	(Um . . . fab)
Morrisey	: **Suedehead**	(Fab . . . but a misery)
T'Pau	: **Valentine**	(T'errific)
Whitesnake	: **Give me all your love**	(Metallllllll)
Morris Minor	: **Stutter Rap**	(Qu-qu-qu-quite good)

AND A HOST OF OTHERS!!!

THE QUESTIONS

Pop Trivia. No, we're not talking about **Bros,** we're talking about those daft little facts that make life interesting, well that make life stupid anyway.

1) Which of these places is mentioned in the song '19'?
a) Norway b) Muswell Hill c) Saigon d) Penge
2) Frank Beard is the unshaven drummer of which otherwise beard-orientated band?
3) What was Queen's first hit?

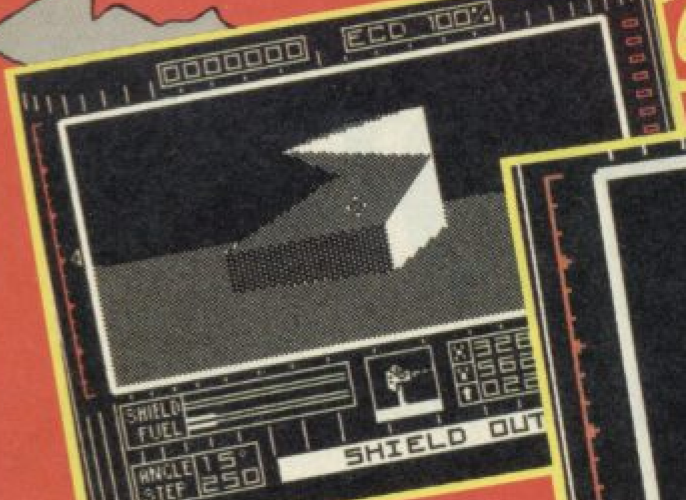
Easy eh? Well if you think so, and want to win a bunch of great prizes just fill in the coupon below and send to, "I'm feeling hot and funky compo," SU Mega Control, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date for the compo is July 22nd■

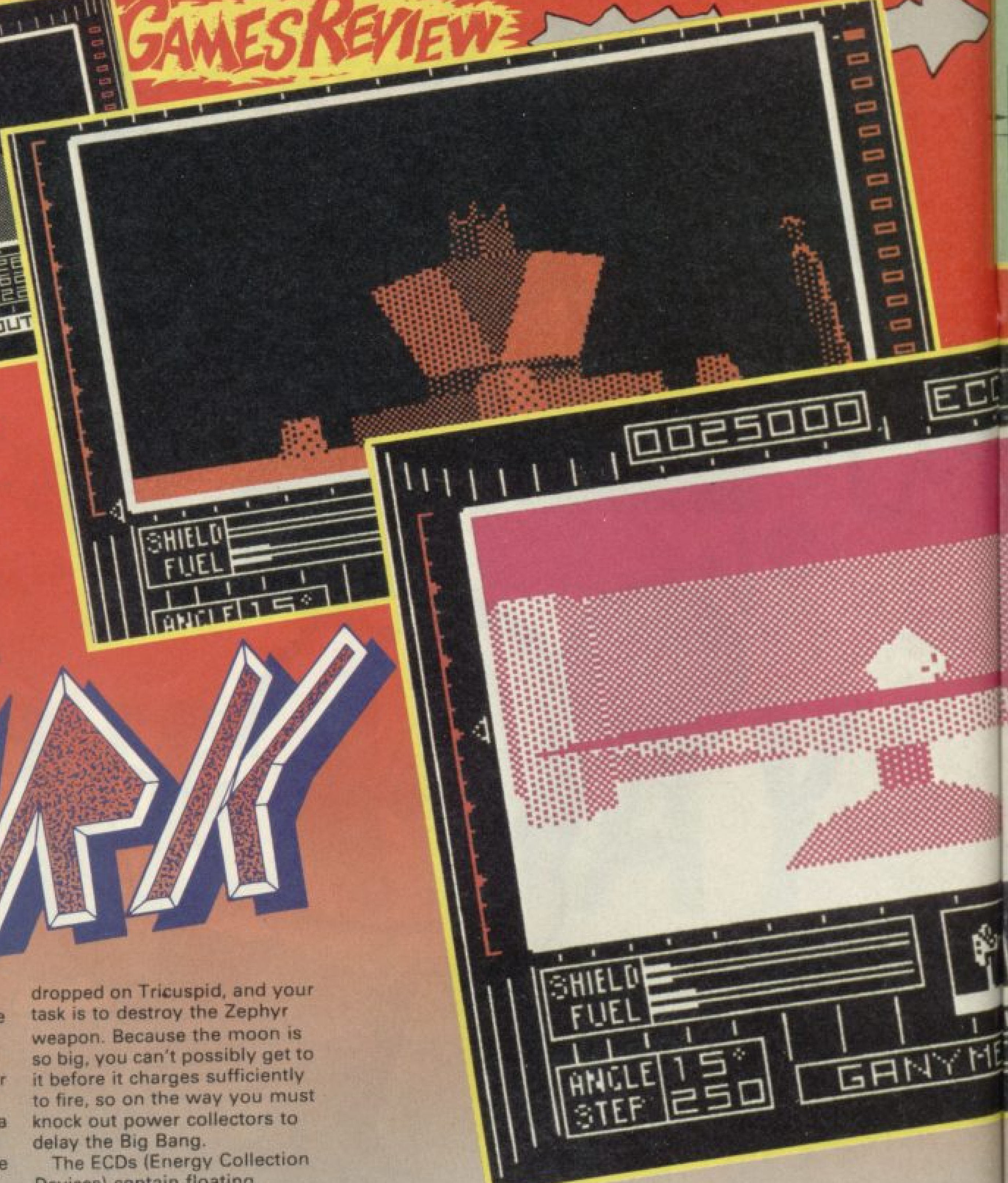
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2..
3..

This competition is not open to Virgin or EMAP employees, or people who aren't generally funky.



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GREMLIN





You like a big challenge. It isn't enough for you to climb one more ladder or zap one more alien. You need something big and chunky. You need **Dark Side** from Incentive. **Driller**, using the revolutionary *Freescape* 3-D graphics system, was generally regarded as technically fab, but short of variety in the gameplay. **Dark Side**, while using very much the

DARK

same graphics, has much more pace, variety and action. The evil Ketars have constructed a giant projector weapon, Zephyr One, on the dark side of the moon Tricuspid (C'mon, that's a valve, isn't it? – GT). Aimed at the peaceful world of Evath, the weapon will wipe out all intelligent life (and people who watch *Neighbours* too) when it goes pop in a few minutes time.

Straws have been drawn, and you got the short one. You're dropped on Tricuspid, and your task is to destroy the Zephyr weapon. Because the moon is so big, you can't possibly get to it before it charges sufficiently to fire, so on the way you must knock out power collectors to delay the Big Bang.

The ECDs (Energy Collection Devices) contain floating crystals which convert solar energy. Knock 'em out to slow the rate of energy collection. The view from the helmet of your space suit shows the 3-D

ARCADE REVIEW

FAX BOX

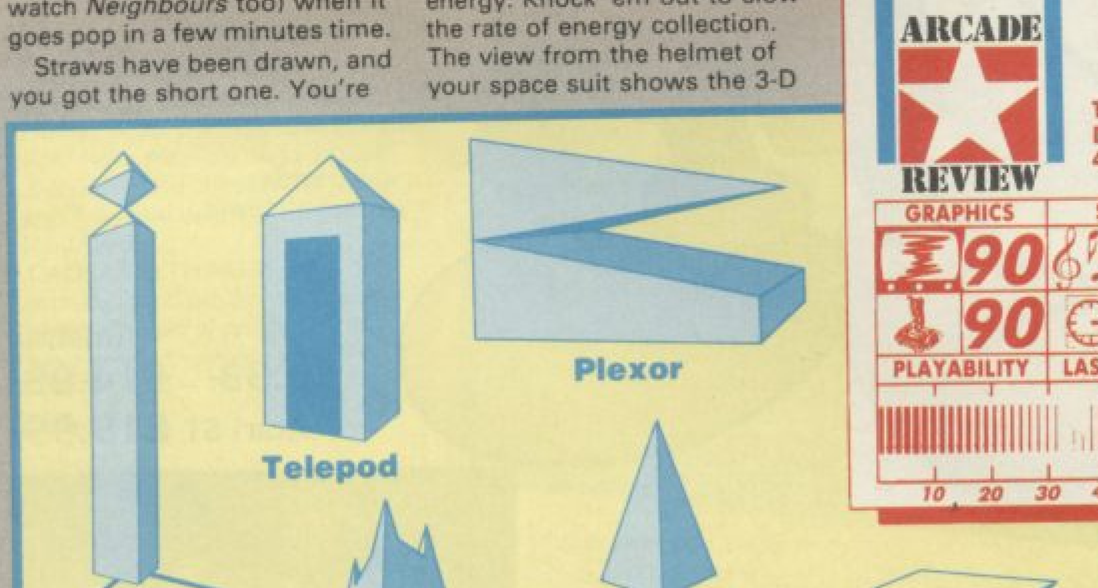
THE DARK SIDE Label: **Incentive** Author: **Major Developments** Price: **£9.95/£14.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
90	60
90	87
PLAYABILITY	LAST ABILITY

Excellent large-scale 3-D arcade adventure – unmissable

Reviewer:

OVERALL **90**



ECD – Your primary targets. Knock them out to prevent Zephyr One from firing

Telepod – Transport system which speeds up your journey towards Zephyr One

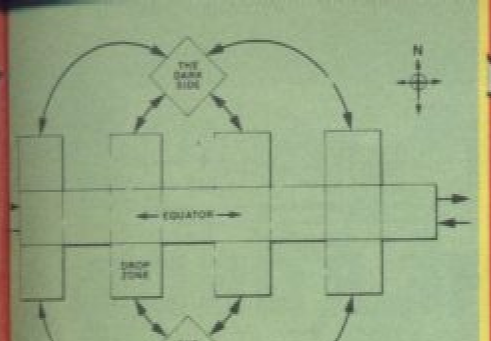
Powerporter – Recharging unit which you will need to keep your laser operative

Telepod Crystal – Found in buildings, allows you to use the telepods

Plexor – Ketar defence system. Will fire when you come within range

Zephyr One – The Ketar planet-busting weapon, and your eventual goal

GamesReview



ECDs, teleport chambers, power points, Plexor guardian tanks, and, if you can reach it, Zephyr One. The major difference between **Dark Side** and **Driller** is that you now have the added thrill of a jetpack, with which you can whizz up into the air. Careful manoeuvreing allows you to spot the Plexor tanks before they open fire on you. You can then press the space bar, so that instead of controlling your movement, you control the position of your gunsight on the screen. Line up a Plexor's head, cut loose with the laser and watch as it collapses in a satisfying mound of rubble.

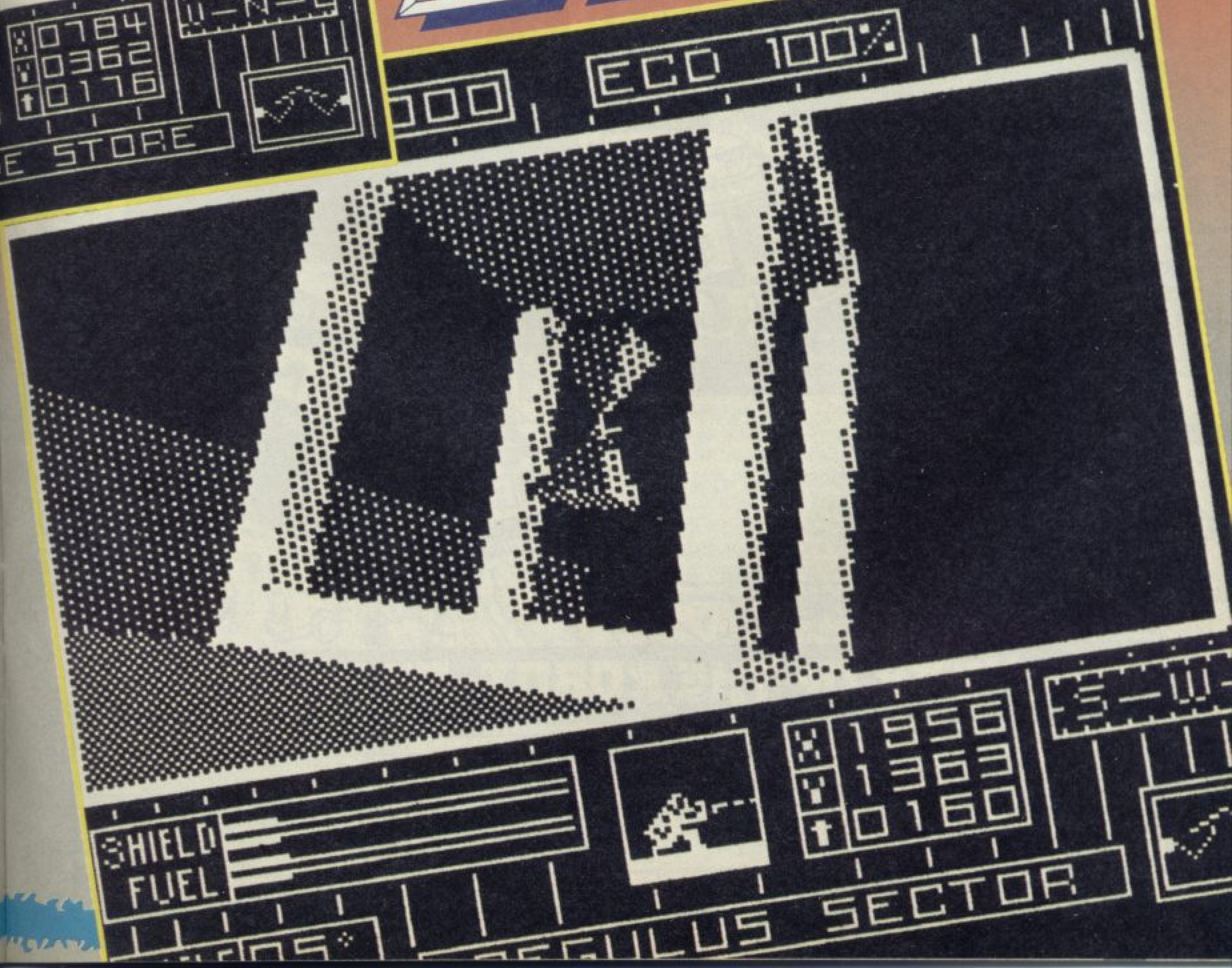
Using the diagram showing the structure of the moon's surface, you can make your way around destroying ECDs, hopping through teleporters and dodging Plexors. Don't run out of fuel while you're jetpacking, or its AAARGH SPLURG (as the message display puts it).

The most splendiferous thing is that you can go inside the many and various buildings, have a look around and pick up useful thingies like crystals which activate teleporters. Watch out though, some of the buildings are prison traps.

The screen is full of useful data readouts; score, number of ECDs active, your attitude (I mean which way you're pointing, not what you think about life), shield energy, fuel, angle, position, and direction towards Zephyr One. A small diagram of your little self shows whether your jet pack is active, your laser is firing and so on. The sound effects are OK, but there's no music at all. The backgrounds become more complex and fascinating as you progress through the areas, and although the *Freescape* effect isn't particularly fast or smooth, it's incredibly impressive considering it's on a Spectrum. **Dark Side** is a real goodie, and if Incentive's *Freescape* games continue to improve at this rate they'll soon come up with something absolutely awesome■

SIDE






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CODE TALK



STEVE MARSDEN

Lincoln. Home of the stars. The only town in the country with a 0522 dialling code and a resident called Steve Marsden. A Coincidence? We think not. We tracked down the man behind Gremlin's Blood Brothers **to find out more.**

HE WORKS IN LINCOLN!

I joined Gremlin in 1986, and set up an office in Lincoln then. Previously I'd been all over the place, working with Hewson and Firebird too.

HE KNOWS LOTS ABOUT SEX!

Ooh, a favourite film top 5? All right then

1) Everything You Always Wanted to Know About Sex But Were Afraid to Ask
2) Stir Crazy
3) The Dirty Harry films
4) RoboCop
5) The Fly

HE GETS DOWN AND DIGS LOTS OF SOUL GROOVES!

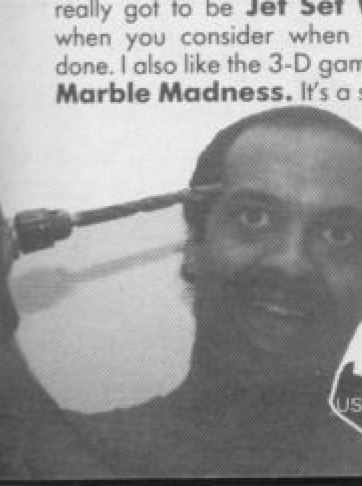
As far as music goes, I like lots of stuff. Mainly Alexander O'Neil and Luther Vandross. A worst record? Oh. It's got to be the **Brighouse & District Brass Band's** thing. I can't put up with **The Floral Dance** by Terry Wogan particularly easily either.

HE GETS ABOUT A BIT!

When I'm not programming I'm either working on my Kit-car or flying a plane. Well, the car is virtually finished now. It's a Dutton Feyton and it's taken about four years to do. I've been flying for a while, too. I think I've clocked up about 30 hours, so I'm nearly ready to get a licence.

HE LIKES JET SET WILLY!

My favourite game of all time has really got to be **Jet Set Willy,** when you consider when it was done. I also like the 3-D games like **Marble Madness.** It's a shame, but there doesn't seem to be much originality any more. Everything is re-working of an old theme.



HE DOESN'T LIKE SCOTLAND WHEN IT RAINS!

I think the worst holiday I've ever had was in 1979 in Scotland. It rained the whole time and I was thoroughly miserable. Urgh.

HE HATES EASTENDERS!

I watch quite a lot of TV. I love *Prisoner of Cell Block H.* It's just so terrible. I'm into sport, too, so I like all the *Big Match, Match of the Day* stuff. *Lost in Space* is a favourite of mine. I can't stand *Eastenders,* though. It's just too terrible for words. All they ever do is argue or have a nice cup of tea. It's dreadful.

READING A FUNNY BOOK DIDN'T MAKE HIM GO MAD!

The most boring book I ever read was *Catcher in the Rye* (Snoozy American cult 'classic' held responsible by some for sending lots of people completely round the twist, including one who shot John Lennon) which, when I read it at school, was awful.

HE'S PROBABLY NOT A LEFTY!

My least favourite person? Easy. Either Neil Kinnock or Arthur Scargill.

HIS GIRLIE DRIVES HIM ABOUT!

Well, I've been working on the kit car for ages, so as soon as it's done that'll be the one. In the meantime, I use my girlfriend's Ford Fiesta.

HE HASN'T GOT ANY BROTHERS!

I haven't got any brothers, no.

HE'S TOUGHER THAN LOTS OF PEOPLE!

No. I don't really need to wear goggles when I go swimming. No. The chlorine doesn't bother me much.

HE SHOPS AT NEXT!

My favourite item of clothing is a fantastic suit I got from *Next* a while ago. It's really smooth, and I can pass myself off quite easily as a bouncer if I wear a dickie-bow with it.

SOFTWARE THAT'



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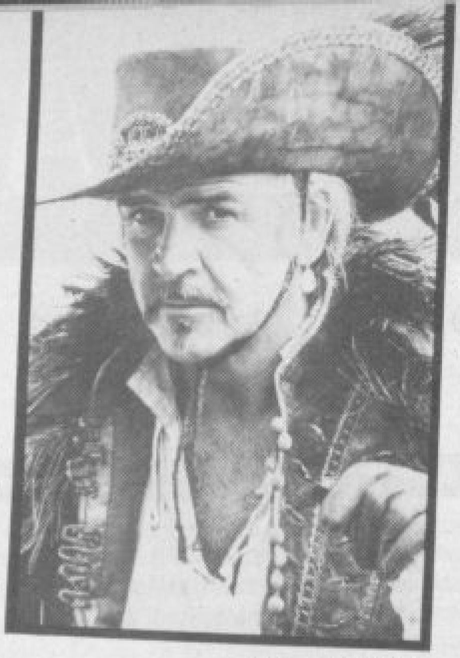
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THE LOOK

A computer journalist must look the part, but there are several different 'images' you could choose:

1 Suave, ▶ fashionable, yet cool and casual





2 ▲ Reserved, respectable and mature



3 Nervous, unhealthy ▼ and sloppy

NEWS SENSE

This is the skill which tells you that, "Amstrad Launches Spectrum Compatible 16-bit Computer," is more important than, "ZX81 Ram Packs In Short Supply," stories. Sometimes, though, you must have to fill a page, and that's where the art of CREATIVE CAPTIONING comes in. Which of these captions do you think would most enthrall the readers?



THE ACCESSORIES

Once you have perfected the look, you must make sure that you are well equipped with 'Journalists' Things'. These include pens, pencils, address book and special medicine for overworked journalists.



◀ The special medicine

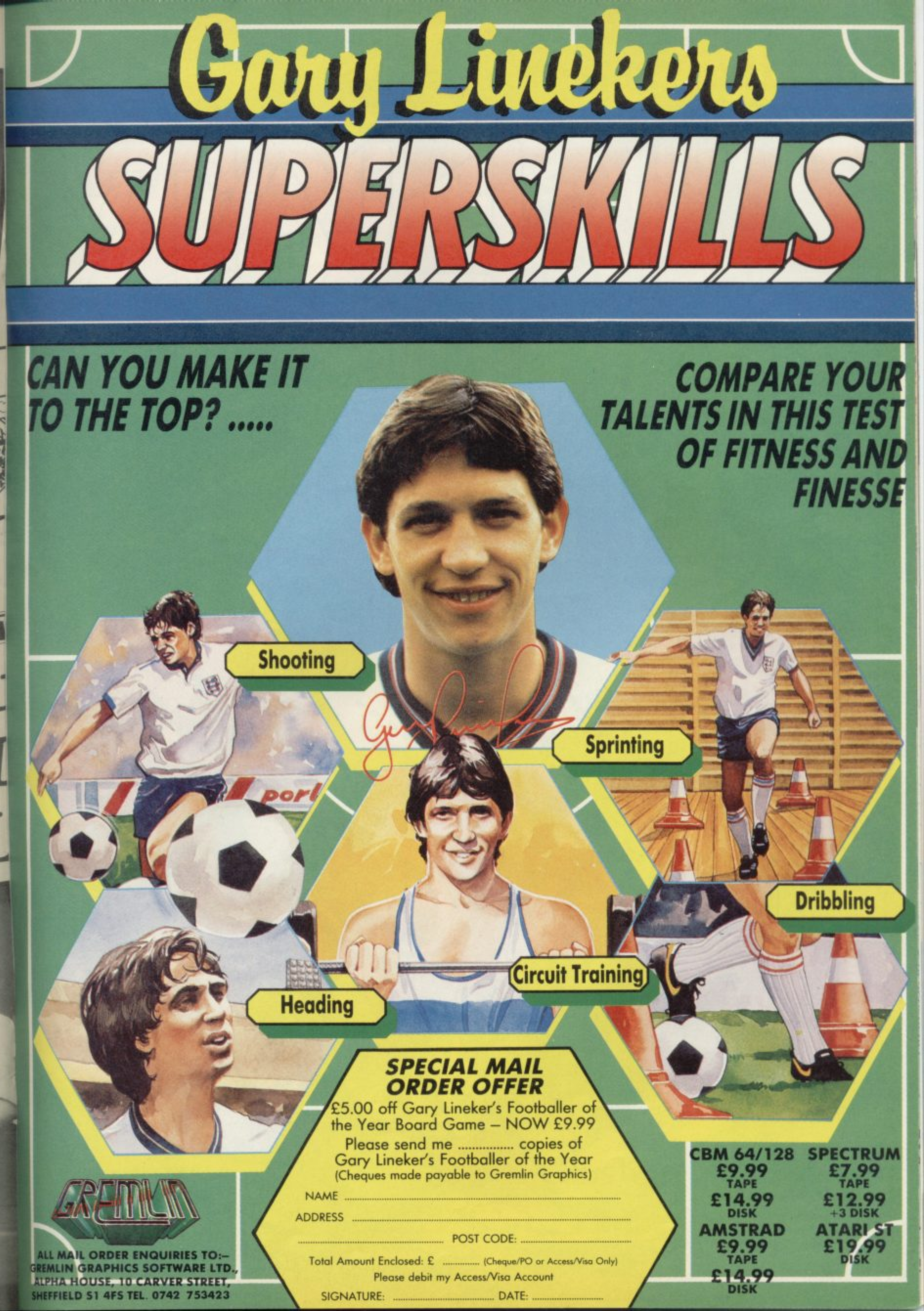
NEWS ETC

TRUE S

BUT SOME ARE SLIGHTLY MORE TRUE

So you wa
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JOURNAL





Gary Linekers
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Poster No 15 *July*

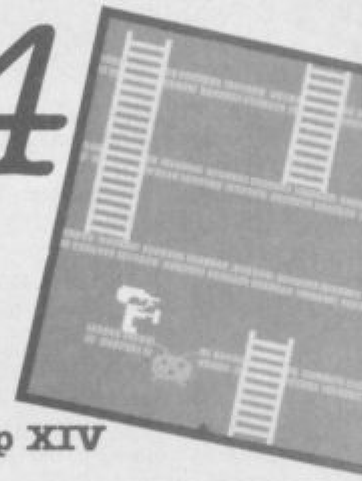
Lift staples carefully to remove poster!

"Pouting poppet in desktop dilemma!"
No - this is a computer mag, not Mayfair
"Portable fax machine makes your head go funny."
No – a good attention-getter, but factually inaccurate (probably)
"ZX81 Ram packs in short supply."
No! No! No!

4 SOFTWARE HOUSES

These are the lifeblood of a computer magazine, so you have to treat them nicely even when they cause you endless frustration. Try to work out tactful ways to say the following things:

A) This is the third copy of **Demon Brain Eaters** you've sent us, it still doesn't load and we have an hour and a half to finish the issue.
B) We won't be reviewing your Basic program for calculating the amount of wallpaper you need to decorate a bathroom.
C) Your massive advertising campaign for your film licence **Death Gasp XIV** fails to conceal the fact that it is graphically inferior to **Manic Miner.**


Death Gasp XIV



TORIES
PRICE: £8.70
HAN OTHERS

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ER
IST?

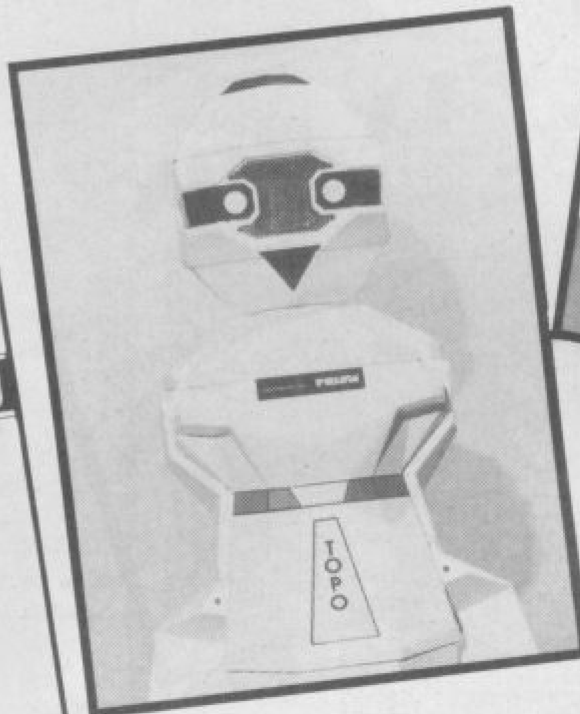
***C**omputer magazines don't just fall together every month, you know (although some of them certainly look as if they do). No, the dedicated band of computer journalists who create your favourite monthly reads combine skill and experience with litteras . . . littris . . . lettrusy . . . er, good spelling.*

*So do **YOU** think you have the talent to join this happy band? Come with us on our in-depth look into the mysterious world of computer journalism, and see if you have the special qualities needed . . .*

SPECIAL STEP BY STEP GUIDE . . .

5 KNOW THE INDUSTRY

One of these people runs a software company. Do you know which one?







6 LEARN THE ROPES

Take very long lunches at someone else's expense. Never buy anything when you can blag a free one to 'review' for the magazine. Go to computer shows and spend the entire time propping up the bar 'making contacts.' Talk in headlines. ("I think I'll have a cuppa," becomes, "SU Hack in Shock Tea-Make Decision"). Break Spectrums by plugging joystick interfaces in while the power's on, then complain bitterly that these computers, "are so unreliable". Learn to type with two fingers. If you don't already smoke, start on eighty a day. Make transatlantic phone calls from the office. Learn the jargon – "addictive," "seminal," "epistomological" and the like. Finally, and most importantly, learn to deal with irate programmers when your review of **Death Gasp XIV** comes out.



THE RACE AGAINST TIME



It's that Sport Aid time of the year again, and this time the boys at Codemasters have taken it upon themselves to produce an original charity game, rather than the compilation effort that the industry usually manages to cough up.

The question that you all want answered is: Is it easy to be charitable about **The Race Against Time?** It certainly has good credentials. Programming is by the Oliver Twins, and production by the Darlings. The packaging is nice, and gives you plenty of details about the world-wide marathon race

ARCADE REVIEW — FAX BOX

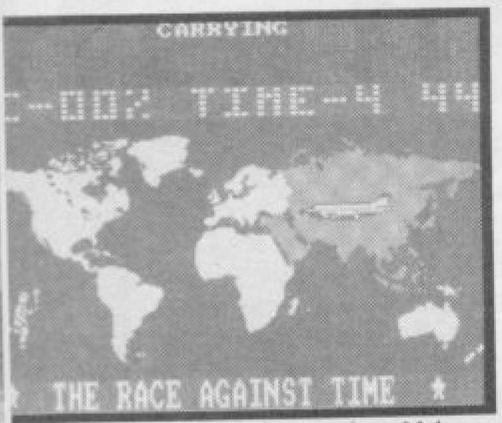
RACE AGAINST TIME Label: **Codemasters** Author: **The Oliver Twins** Price: **£4.99** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY
60	60	40	45

Fairly uninteresting charity race game. Buy if you're feeling nice

Reviewer: [signature]

OVERALL **52**



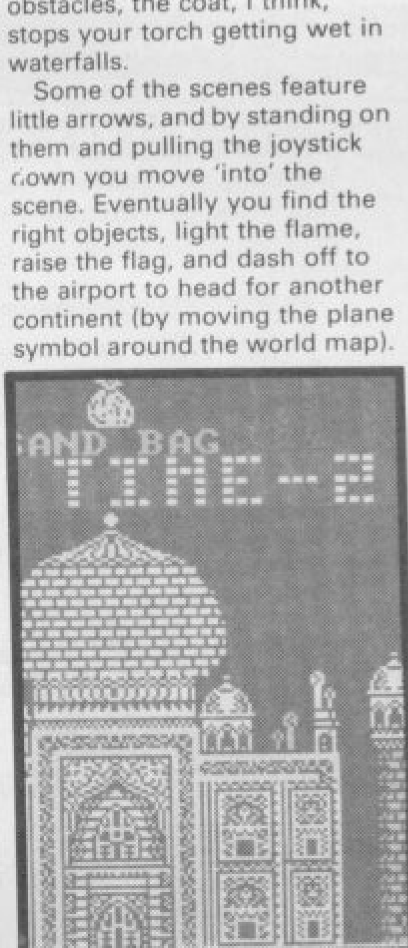
planned for September 11th, where to buy your T-shirts, and how the money raised will help 218 countries to fight poverty, hunger and disease. The music for the game is based on Peter Gabriel's *Games Without Frontiers,* and the main character represents champion marathon runner Omar Khalifa.

So far you're probably thinking that I haven't managed to talk about the actual game. That's because there isn't that much of it. Your task is to visit 6 continents, searching for various objects which will allow you to raise a flag and light a torch on each. There are around 100 scenes, some of which feature famous landmarks such as the Leaning Tower of Pisa, Mount Rushmore and the Kremlin. Others, though, feature nothing at all. Not a sausage. Well, a couple of trees or a rock. The only functions these scenes serve is to waste your time as the clock ticks closer to zero.

You can pick up hourglasses which give you extra time, or objects such as stools, sandbags and coats, each of which serves a specific purpose. The stool, for instance, helps you to climb over obstacles, the coat, I think, stops your torch getting wet in waterfalls.

Some of the scenes feature little arrows, and by standing on them and pulling the joystick down you move 'into' the scene. Eventually you find the right objects, light the flame, raise the flag, and dash off to the airport to head for another continent (by moving the plane symbol around the world map).





So there isn't a tremendous amount to the gameplay. Now I could forgive that if the backgrounds and animation were great. But they aren't. The running figure (whose footsteps are strangely out of time with his running) is unconvincing, and some of the backgrounds are dreadful; the figures on Mount Rushmore look more like the members of Queen, and the Leaning Tower looks like a multi-storey car park.

Since it's all for charity, I suppose you really ought to force yourself. But bear in mind that it costs a fiver (not £1.99) and if you're buying soley on the principle that you're going to get a stonking good game, you're going to be a bit disappointed. However, if you're feeling charitable, go for it. What's a fiver between Friends of the Earth?■

street sports BASKE...

Yo! Slamdunk! Well crucial! Squoddly! (I made that one up). All these are things which you might be expected to shout while playing **Street Sports Basketball**. As I understand it, stealing hubcaps or selling drugs in playgrounds, but Epyx tactfully decided to show them playing basketball instead.

You can play against the computer or another human, and the first task is to pick teams. You're shown a motley array of thugs with nicknames like The Slammer, Captain Hook and The Brain. There are even a couple of token girlies to add a bit of variation to the playing styles. Each player has his own characteristics; speed, powerful jumps, accurate passes or whatever; many also have disabilities, like Theo whose peaked cap sometimes slips over his eyes.

After spinning a computerised coin to decide who has first pick, the two players choose three 'dunkers' each. You then get to choose a background; playground, alley, suburban street or parking lot.

Once everything has finally loaded – and this is a major three-cups-of-tea business – you can get on with playing the game. At each side of the screen appear the players for each team, while the play area scrolls left to right in the centre of the screen. The backgrounds are nicely detailed, but it doesn't seem to make much difference which one you choose to play against; oil slicks and high curbs are supposed to affect your performance, but I didn't really notice them.

Gameplay is at once simple and complicated, as silly oriental people say. All you have to do is move the chosen player around, blocking your opponent's moves, until it's time to tackle, pass or shoot for the basket, all of which are done by pressing the *Fire* button. Turning your back on an opponent makes it harder for you to be tackled, and type of shot, jump hook or slam dunk,



is chosen automatically. The complicated part is that, unlike other sports simulations, where joystick control automatically passes to the character nearest to the ball, here you have to hold down the *Fire* button until the player you want to control is highlighted at the side of the screen. The problem is that you tend to forget to do this in the heat of the moment, and assuming that the closest player to the ball is under your control, you zoom off in the

FAX BOX

ARCADE REVIEW

STREET SPORTS BASKETBALL Label: **US Gold** Author: **Jimmy Bagley** Price: **£8.99** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
70	40
59	58
PLAYABILITY	LAST ABILITY

A flashy program which doesn't satisfy as either a simulation or an arcade exercise

Reviewer: Chris Jenkins

OVERALL **60**





HARVEY
A slow mover, but a wizard at the hook shot

BENNY
Good at jump shots, his legs are like springs

MELISSA
A fast little mover, oo-er!

THEO
Quick and agile, but his cap sometimes slips over his eyes

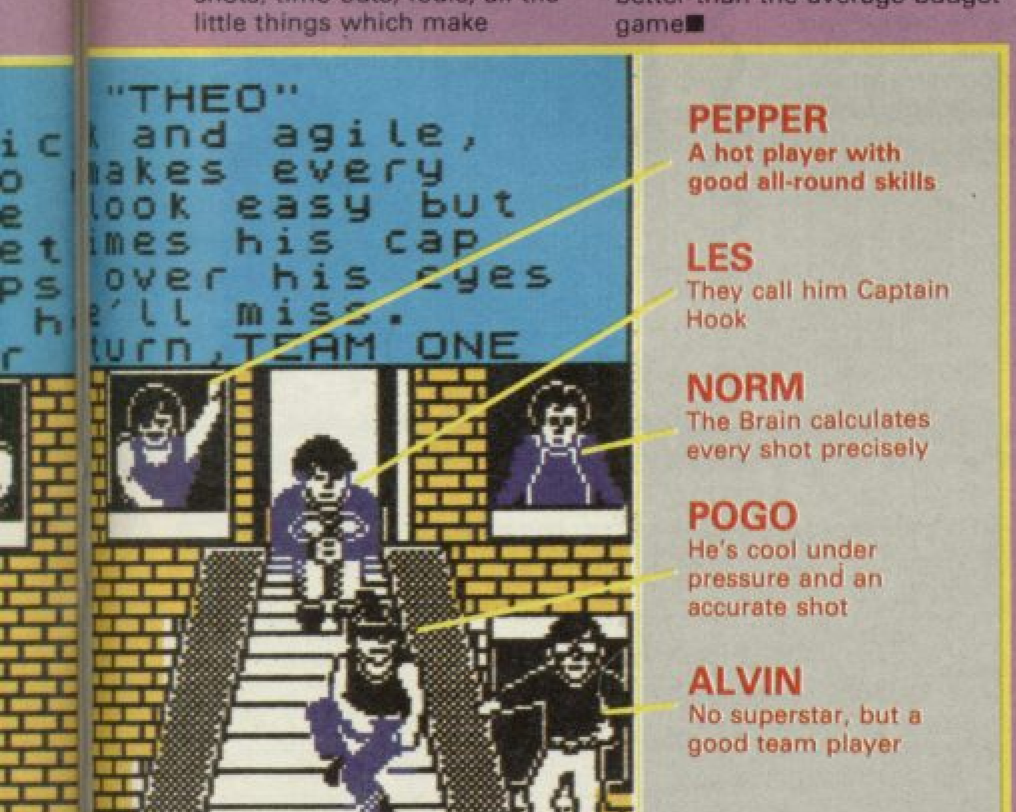
KATHY
Her nickname 'Butterfingers' says it all

wrong direction and leave the mohicaned punk Pogo to slam in another.

You can set the number of points needed for a win before the game starts, but there's nothing much else in the way of sophistication, like penalty shots, time outs, fouls, all the little things which make basketball a sport rather than a game. So if it's an accurate simulation you're after, forget it.

Dreadful music and sound effects add nothing to the game. Overall a great deal of effort has gone into adding the illusion of sophistication to something which plays no better than the average budget game■





TWILIGHT ZONE

IMPOSSIBLE MISSION

ARCADE Label: **Ricochet** Price: **£1.99** Author: **Epyxin** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

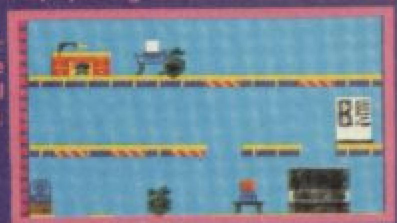
Classic platforms-and-ladders-and-robots romp resurfacing on budget

Although Impossible Mission 2 is soon on the streets, it's worth catching up with its illustrious predecessor. IM looks a tiny bit dated now, but it can't be denied that the animation is fine and the background graphics are designed to keep colour clash to a minimum.

The plot has been ripped off by dozens of lesser imitators; secret agent penetrates base of mad scientist, and has to fight through hordes of guardian robots, searching for information to destroy the base. In this case you don't so much fight as jump your way out of trouble; the agent's only defence against electricity-spitting droids is to execute a graceful leap over their heads.

The display of your pocket computer helps you to assemble puzzle pieces into the pattern which will reveal a letter in the final password.

Don't miss this one■



92%

THE EIDOLON

ARCADE Label: **Ricochet** Price: **£1.99** Author: **Lucasfilm** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

rereleased Activision title using fractal graphics in a complex maze game

This was the third Lucasfilm fractal graphics arcade adventure from Activision, and it's certainly worth getting on budget though I never thought much of it at full price.

You control a time-and-space machine, the Eidolon, which transports you into an underground world of dragons, demons and mysterious treasures. While the instructions in this budget version are cut down to a silly extent, the main plot is simple. Make your way through the caverns, blast the dragons, collect diamonds and go on to the next level.

Correctly coloured jewels will open the appropriate barriers, including the one in front of the dragon which guards the gate to the next level.



There are also three other monsters on each level, each one of which has to be zapped if you want to collect the jewel it guards.

Apart from the annoying multi-load, well worth a bash■

79%

MICROMATE

UTILITY Label: **LERM** Price: **£13.99** Author: **R. Evans** Memory: **48K/128K microdrive** Joystick: **n/a** Reviewer: **Chris Jenkins**

Useful utility package for a useless bit of hardware

If you're still using the Sinclair microdrive – ha ha ha. However, those deluded enough to be devoted to the most unreliable storage medium known to Man will be interested to see LERM's latest collection of utilities.

Supplied with a backup cassette and a fifty-page manual, Micromate includes six sets of utilities. RUN can be copied to each of your microdrive cartridges, and provides a fast catalogue of Basic files, then allows any file to be loaded with a single keypress. FULLCAT/PRINTER gives a complete catalogue of the contents of a cartridge, can alter the Basic auto-run line number and provide a hard copy. TOOLKIT repairs free sectors and marks damaged sectors of cartridges, the provides a full status display.

BACKUP will format a cartridge with up to 104K of free memory, and will copy files from drive to drive and clone cartridges. TAPER copies files from drive to tape, and MINITAPE from tape to drive.

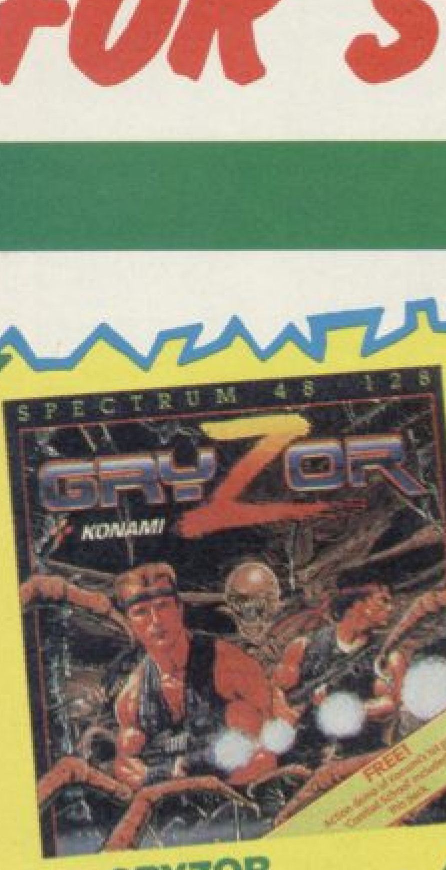
A major annoyance is that the utilities will apparently not work on other LERM packages. "Do NOT attempt to use the package on LERM cartridges. Do NOT interfere with or attempt to copy your Micromate tape. Do NOT have any hardware devices attached (eg Multiface, Disciple, Specmate etc) other than a printer. YOU HAVE BEEN WARNED!" threatens the manual. If that's their attitude – you can back up other people's packages – but not ours – I'm inclined to tell them where to stick their cartridges■

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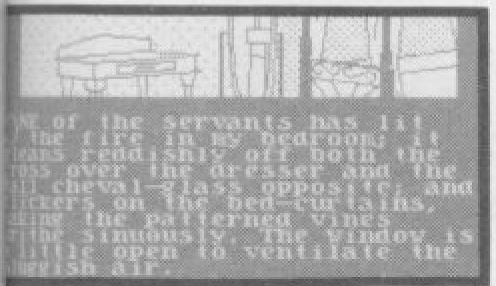
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DR JEKYLL & MR HYDE



I am in the drawing room – a peaceful place, furnished simply but (if I may say so) elegantly, with soft leather armchairs and a sofa, and deep-piled carpets, all most agreeable in colour. A glowing hearth keeps the night at bay, and lights also the countenance of my father, whose portrait hangs above the mantle. The air of the room is, however, tangibly close, and almost





FAX BOX

ADVENTURE REVIEW

DR JEKYLL & MR HYDE – A GOTHIC NIGHTMARE Label: **Essential Myth** Author: **Essential Myth** Price: **£7.95** Memory: **48K/128K** Joystick: **None**

Excellent adventure, best played in the middle of the night to absorb the atmosphere

GRAPHICS	SOUND
85	n/a
85	85
PLAYABILITY	LAST ABILITY

Reviewer: Sandra Sharkey

OVERALL **85**

10 20 30 40 50 60 70 80 90

muggy; I fear it threatens thunder.

No, I haven't suddenly become a literary genius – (I've noticed that actually – GT) – I'm just quoting the opening room description of Essential Myth's new game to give you a taste of the atmosphere pervading the whole adventure.

Dr Jekyll & Mr Hyde – A Gothic Nightmare comes in three parts. Parts two and three are only accessed by inputting the correct password. In part one you have to find the necessary ingredients to make and drink the potion which will



turn you into Mr Hyde; for some reason this is a good thing.

In trying to finish part one you will meet several characters who can reveal a few clues if asked the right questions. Your first problem however, is managing to stay awake, so make this your top priority. Perhaps a refreshing cuppa would do the trick.

Some special commands incorporated within the game are *(A)GAIN* to repeat the last input, *(O)OOPS* which undoes the effect of the last instruction, *E(X)ITS* which gives you all the obvious exits from the current location, *(L)AST* returns you to the last location visited, all of these combine to make the game extremely friendly.

Essential Myth is initially publishing the game itself, but would be highly interested to hear from any company who would like to publish the game on a wider commercial basis. So, if anyone out there wants a well written unusual game to publish, get in touch with Lee.

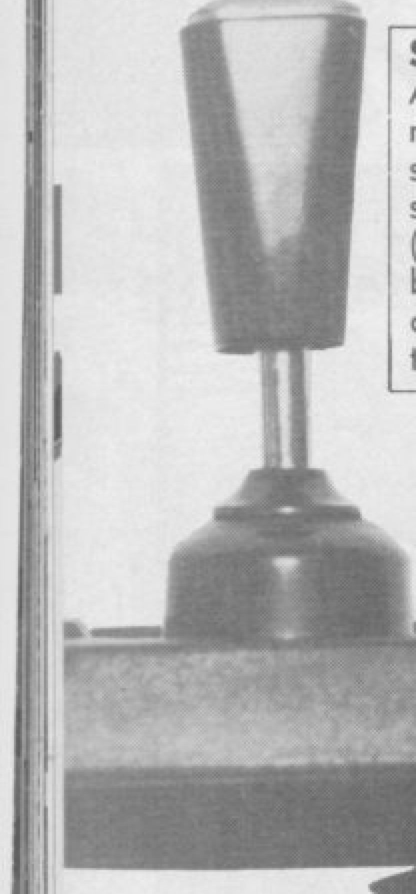
At the moment **Jekyll & Hyde** is only available by mail order from Essential Myth at 54 Church Streete, Tewkesbury, Glos GL20 5RZ■



REVIEW

JOYSTICK DELTA RD1A





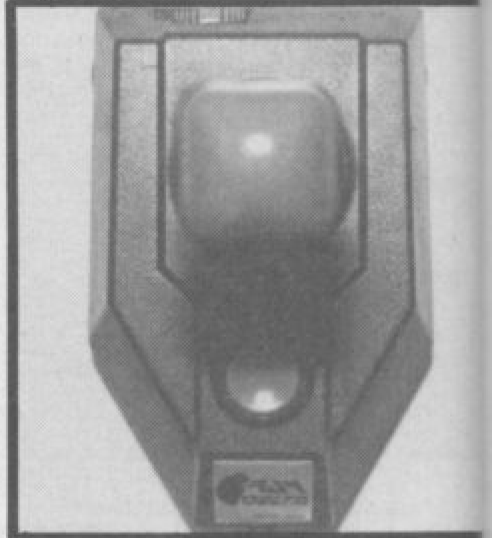
SPECIFICATION:
Auto-centering microswitched steel shaft, two microswitched firebuttons (shaft and base), three base suckers, selectable auto-fire. Kempston-type joystick connector.

FAXBOX

MODEL: Delta RD1A
PRICE: £9.99
SUPPLIER: Ram Electronics, Units 8/15/16, Redfields Industrial Park, Redfield Lane, Church Cookham, Hampshire GU13 0RE. 0252 850085

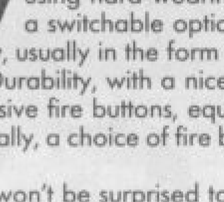
Reviewer: [signature]

★★★★☆ ★★★★☆ 8



What do you want in a joystick? Well, good response, preferably using hard-wearing microswitches. Auto-fire, but preferably as a switchable option for those games which don't need it. Stability, usually in the form of those little sticky suckers to anchor it to the table. Durability, with a nice steel shaft for guaranteed long life. Responsive fire buttons, equally well positioned for left or right handers. And finally, a choice of fire buttons in case you get one of your thumbs cut off.

You won't be surprised to hear, after all that build-up, that the **RAM Delta** lives up to the desired specification. It's a neat wedge shape which fits nicely into the hand, and the auto-fire switch is placed conveniently on the back. The two big red fire buttons – one on the base, one on the shaft – are firm and accurate, and the **Delta** responds well with the most demanding steer-and-shoot epics such as **Cybernoid.** Price is £9.99, reasonable for a microswitch device, and if you've just stamped your Mr Cheapie Easy-Break joystick into the ground, the **Delta** should fit the bill■

JOYSTCK JURY

We wanted some advice on which joystick to buy. We asked Jeffrey Archer – he didn't have a clue. We tried Alan Sugar – he was in a meeting for the rest of his life. We asked Jeremy Beadle – he just giggled. So in the end we asked some games programmers, and this is what they told us ...

DENTON DESIGNS

Steve Wetherall of **Crosswize** fame favours the **WICO REDBALL.** "It's big and butch and seems to last longer than anything else. I've tried others, but they always break."
Stuart Fotheringham goes for the **KEMPTSON PRO 1000.** "It's rugged but comfortable, and the microswitches are much more accurate than leaf-switch types."

SPECIAL FX

Spectrum specialists Jonathan Smith and Jimmy Bagoolie plump for the **KEMPSTON COMPETITION PRO.** "It's accurate, it makes a clicky noise and we get them free from Ocean."

VIRGIN GAMES

Various members of the Gang of Five, some other in-house programmers plus whizz-kid games tester David unanimously chose the **KEMPSTON PRO 5000.**
"We have to have microswitches, and the **Pro 5000** has a nice strong shaft and lovely yellow fire buttons!"

CODEMASTERS

The Oliver Twins, authors of **Race Against Time,** have very strong opinions on joysticks ...
"We don't use them! You get much more precise control using the keyboard. We always put a redefinable keyboard option on our games; it's a shame that programmers have to spend all the time coping with all the different joystick options. When we do use joysticks for testing, we get through so many of them it's untrue; last week I'd have told you that we like the **QUICKSHOT COMPETITION PRO,** but this week we've broken it!"

THE DARLINGS

Richard and David of Codemasters don't see eye-to-eye on this one. "I normally like to use the keyboard" says Richard, "but David's favourite is the leaf-switch version of the **WICO REDBALL.** Having said that, I always liked the old Atari one that came with the games consoles.

PETE COOKE

The author of **Tau Ceti, Micronaut** and **Earthlight** also has his reservations.

"Most programmers are used to hacking away on the keyboard, and I tend to use that unless I'm actually testing whether the joystick routines work. I have a couple of joysticks including a **QUICKSHOT 2,** but I still support the rubber-keyed Spectrum. The Plus keyboards may be better for typing, but you can't beat the rubber keys for playing games."

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BEACH BUMS (HAHAHAHA)



Hands up everyone who's had a girl go "Phooooooaaaaaaarr! What's your name?" at them? None? Well, that's because of two simple facts:

1) Girls never ever do that sort of thing.

2) You're not wearing the right clobber.

If you're going to get yourself noticed on the beach this year, you've got to get your house in order, your bot in gear and yourself into a pair of crazy, zany BEACH SHORTS!

You want something exclusive, special, eyecatching and, most of all, TASTE-LESS.

In an increasing number of market stalls and novelty shops a new breed of swim-short is emerging. Beyond the boxer. These are the Megashorts.

1) Hello Sailor Like the rest featured here, these shorts stop just above the knee in ultra-fashionable 'quirk'-style. This pair is easily the most reserved with delicate blue sea in abstract patterns and free spirited 'guys' and post mark kind things. Keep away from letter-boxes or you might find yourself on a 'plane back home.

2) Rio Easily the most, er, extravagant shorts you can get. A funny shade of aquamarine cloth covered with what look like Salvador Dali's impressions of planes, Coke bottles and sunglasses could upset your delicate mental balance.

3) Jamaican Nightmare The most stylish of the lot. Black (heat absorbent, watch that sun stroke) trunks with mad abstract colour splash designs.



A NICE PLACE TO VISIT . . .

Well. There you are. You've got your holiday gear sorted out. Lots of oil (hur hur), sunglasses, shorts, a posey book to read on the beach and the new-found ability to express, "Please call me an ambulance with a stomach pump quite quickly!" in 12 different languages. But oh no! You've forgetten to arrange where you're going! Better have a perusal at our Insto Holiday Venue Survey:

Italy:

Reputedly the fashion centre of the world. Everyone you meet will have brown curly hair, olive skin and ultra-dark 50's sunglasses. If you don't get mugged by a lunatic in a stripey T-shirt on a moped, you'll smash your ankles while trying to negotiate the cobbled streets.

Good Points: Nice food. Not too hot. Great coffee.

America:

'The land of opportunity.' Too right! There's plenty of opportunity to get shot, robbed, stranded in the middle of nowhere, attacked by enormous foam Disney characters and have, "Grubby Geoff is a low-down Homeboy," sprayed across your chops.

TOP FOUR BOOKS

1 THE DARK SIDE OF THE SUN – *Terry Prachett.* How to kill someone who's immortal. (£2.50)

2 BURNING CHROME – *William Gibson.* Short stories on adult themes. (£2.95)

3 THE SILENT EXECUTIONER – *Allain and Souvestre.* More of the famous Fantomas. (£3.95)

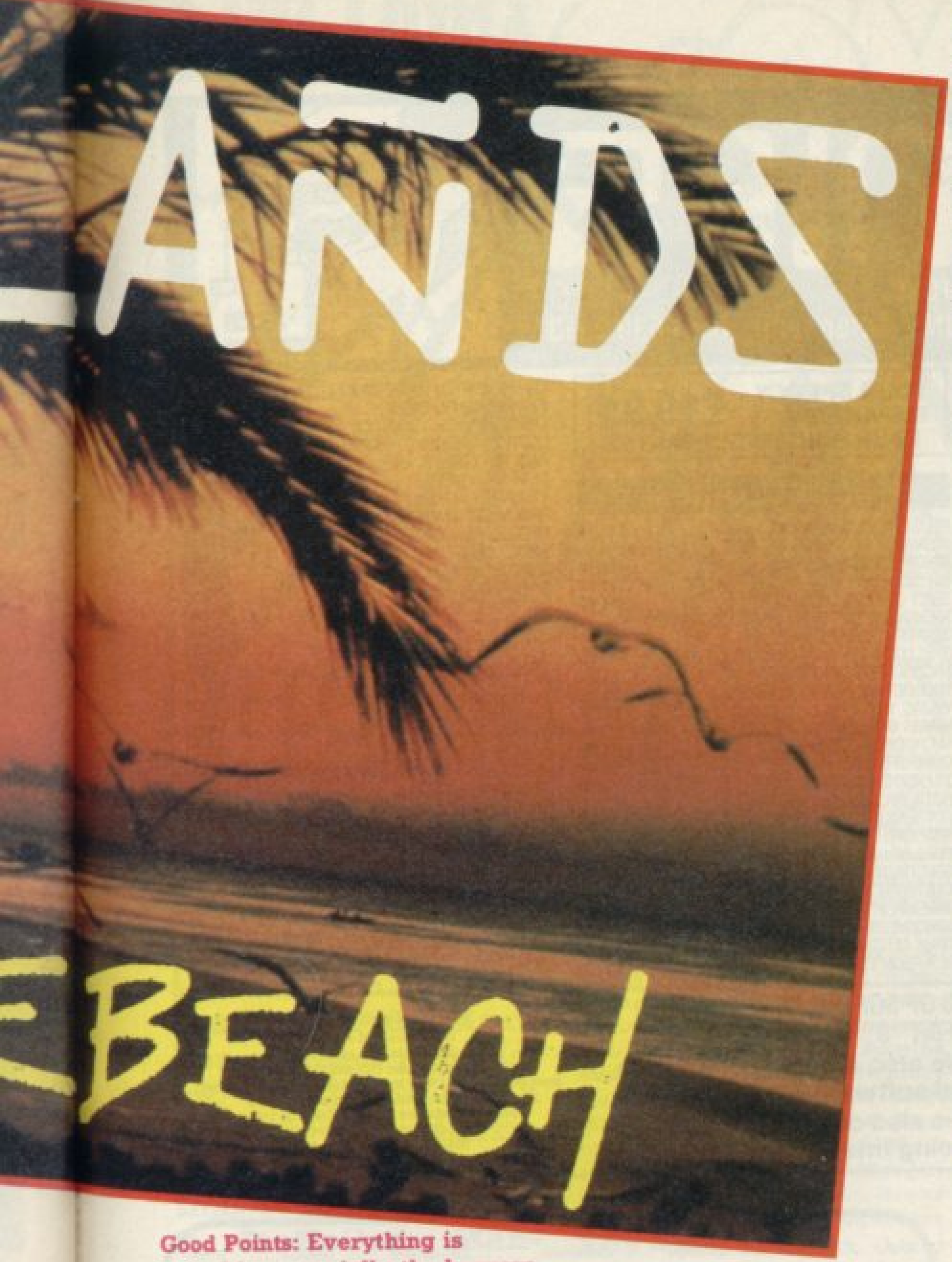
4 PUCKOON – *Spike Milligan.* Loads of nonsense from the Master Goon. (£2.95)

FREAKY FI FACTS AD

1 July is, funnily enough, the only month in the whole calendar that rhymes with Uruguay. There, however, it is called something completely diffe-rent.

2 The 4th of July is not only Independence Day in America, but also American Friendship Day in the Philippines. Busy lot the Americans.

3 On the 11th it's time to get on your dancing shoes because it's the Anniversary of the People's Revolution in Mongolia. Get Down!



Good Points: Everything is very big, especially the burgers.

Greece:

Yes, yes. 'Hello everybody peeps' etc. Lots of kebabs and lots of islands and lots of pukey ferry rides in between 'em. Just as a matter of interest, lots of Brits died there last year in the heat wave.

Good Points: Very warm. Good nosh for carnivores. Nudie beaches and lots of philosphers (not necessarily on the nudie beaches).

Spain:

Oooh. It's a tricky one, this. If your mates/family are unspecific about the region, WATCH OUT! While much of the countryside of central and nothern Spain is beautiful, unsullied and rich in rural charm, anywhere with a beach and/or, "Costa," in its name is just bound to be stuffed to the brim with sweaty English and German footballl supporters with their girlfriends.

Good Points: It's a bloody long way from Milton Keynes.

FUN-PACKED ABOUT JULY

4 July (A very hot month) is the customary point at which fashion shops in their infinite wisdom, change all their stocks and display their Autumn "collections". I know I'm always in need of a thick jumper and a pair of Argyle socks when I'm on the beach.

5 Back to Uruguay, and on the 18th they signed the Constitution, which was very exciting for everybody.

6 Well who'd have thought it! Costa Rica's Guana Castae had itself annexed. Oooh. There's a thing.





BLOW INTO THIS

If you're feeling particularly energetic, you can show you have real balls (fnar) with the **JUmbo 48"** inflatable beach ball. It comes in ten-gauge heavy-duty vinyl and lovely candy stripes, at £2.97. Don't forget the hand- or foot-operated airpump at £1.47, 'cos you'll look silly with your mouth stuck to an airbed all afternoon.

Inflatable toys from *Wet Set* are good fun too. The **Suntanner** floating lounge chair, for instance, looks equally good beside the water or in it. It has three air chambers, a safety valve, rope handle, and arm- and back-rests, and costs a mere £12.99.

To float around with you in the pool, you have a good choice of silly sea-going stuff. Try the **Mickey Mouse Wind Surfer** from *SG*, an 8" rodent on a £2.50 sailboard. If you want to frighten the fish, there's the **Remco WaterJet**, a speedboat with twin hulls and an adjustable steering tail. Its battery-powered motor pumps a stream of water rather than driving a propellor, so it won't chop your finger off. Price is £3.97, or for £4.39 you can invest in the swanky and stately **Twin-Hull Catamaran** sailing craft from *Shamber*.

If your taste runs to sporty fun, you can get hold of a simple surfer for £8.99. The **Stingray** polystyrene board has a safety rope and not much else, but if you want something with a bit more style you'll have to spend £27 for the oddly-named **Hot Dogger Belly Board,** which has a sturdier vinyl finish. Real snobs, and lager drinkers, can fork out £49.95 for the **Aussie,** a styrofoam board with a big logo, inset lanyards and sleek lines, though at that price it should come with a six-pack and hat with corks on as well.

All stuff available from branches of TOYS'R'US

CHRIS JENKINS

COLD THINGS ON STICKS

SU tested out five of the top selling ice creams available at Arkwright's Food Emporium, round the corner from the office.

1 Strawberry MIVVI — **Vanilla ice cream wrapped in a luscious red fruity lolly stuff. Nice and tasty. (33p)**

2 Twango — **Peculiarly named and equally peculiarly shaped, Twango is a guitar like chocolate coated concoction of vanilla and toffee ice cream. (27p)**

3 Sprint — **Refreshing orange water ice jobbie with an entertainingly frisky lemon sherbert centre. Packed full of vitamins and glucose, the closest thing to a health bar in the ice cream world. (23p)**

4 King Cone Chocolate — **This is the one. Choc, choc and more choc, with a generous coating of choc on the top. Don't bother with the cone (no choc in that). (42p)**

5 Mr Men Strawberry — **No, no, no, no, no! Do you want people to think that you read Bunty? Leave it to the girls. (15p)**



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	Tape	Disc + 3	Tape	5¼" Disc	Tape	3" Disc
EUROPEAN CHAMPIONS	£7.95	£11.95	n/a	n/a	n/a	n/a
WORLD CHAMPIONS	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	£7.85	£11.95
CRICKET MASTER	£7.95	£11.95	n/a	n/a	£8.95	£12.95
TEST MASTER	£8.95	£12.95	n/a	n/a	n/a	n/a



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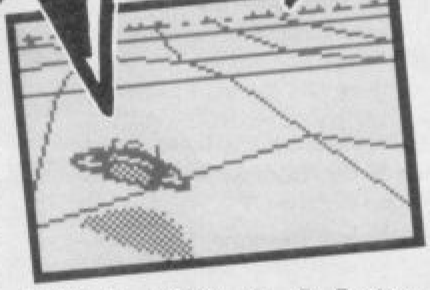
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COMPETITION WINNERS

CHOCKS AWAY



Neeeeaaaoooow!!!! Back in April, Digital Integration generously gave us a radio controlled aeroplane in order to celebrate the success of ATF. Loads of you wanted the plane, and after much careful consideration, we decided that it should go to: R. McKellar, Manchester.

Also on offer were 10 copies of the game in question which went to these people:
Lee Reynolds, East Yorks. Paul Evans, Dorset. Steven Parham, Gwent. Gavin Osborne, Hampshire. P. Sutcliffe, Bolton. David Gardiner, Scotland. Rossiters, Hampshire. Ray Speller, Herts. John Petrie, Inverness-shire. Jonathan O'Shea, Tyne and Wear.

And finally, 150 (count 'em) assorted posters from the DI stable go winging off towards:
P A Macklin, Humberside. Darren Banks, Leeds. Emerson Combstock, Devon. Mark Kentish, Beds. Roy Harwood, West Sussex. Stuart Ferguson, Hastings. Robert Moffatt, Morpeth. Mark Corcoran, Glasgow. Christopher Rees, W Glamorgan. Mark Weller, Bucks. Jason Morrex, Suffolk. G R Evans. David Richardson, County Durham. Alistair E Stout, Bedfordshire. Julian Dickens, Middlesex. Lee Morin, Northants. William Goring, N Yorks. Stuart Moody, Northumberland. Robert Piddick, Kent. David West, Gwynedd. Ryan Davies, Mid Glamorgan. R Barber, Suffolk. Clive Trew, Somerset. Frederik Gevaert, Blegium. John Haddon, Port Glasgow. Wayne Nutter, West Midlands. R Smith, Worcs. Graham Briggs, South Humberside. Timothy Stevens, Bucks. Jack Backhouse, Herts. B Heeling, Peterborough. Stephen Parkinson, Oxford. John Smith, North Humberside. K Halle, Gloucestershire. Richard Lucas, Essex. Gary Horsler, Beds. Brian Sherry, Essex. Keith Atkinson, Beds. P J Rowland, Middlesex. Richard Carver, Norwich. Bryan Quinn, Lanarkshire. Richard Packham, Surrey. Matthew Rigby, Nr Leeds. Magnus Goudie, Aberdeen. Joseph Keyes, Eire. Jason Jubb, Wilts. Duncan Mounsey, West Yorks. Andrew Rawles, Somerset. Crain Ellis, Huddersfield. Justin Bowles, Lowestoft. Martin Dieppe, Berks. C Scarratt, Merseyside. Julian Glasspool, Hants. Allan Morgan, Pembs. James Chandler, Bucks. Timothy Quilliam, Cheshire. Ryan Brace, Middlesex. C Worrall, Hampshire. D McClenaghan, Lancs. R J Coates, Lancs. Philip Lowther, Lancs. Kevin Trewern, Devon. Steven Martin, South Wirral. Matthew Weaver, West Sussex. G Hamer-Hodges, Edinburgh. M Alcock, Merseyside. Craig David Malton, Essex. David Coverley, Cleveland. Kevin Warrender, Doncaster. P Gidley, Wiltshire. Alan Fairfield, Staffs. Daniel Catchpole, Essex. J Coan, Herts. Alistair May, Scotland. Douglas Shields, Dunbartonshire. Mark Charters, Tyne and Wear. P J Callis, Oxon. Mathew Sleightholme, W Yorks. Ross Bell, Northampton. Michael J Knowles, Worcestershire. Neil Gummers, Liverpool. Andrew Austin, Oxon. Darren Cook, Cambridge. Richard Clay, Lincs. Mark Osborne, Beds. Nicholas Thompson, N Ireland. Graham Steel, York. Darren Jones, Wordsley. Julian Smith, Wilts. Nik Tucker, Bristol. Matthew Gower, Northfield. Paul Spencer, Devon. Daniel Thurston, Norfolk. Atiwa Mustafa, London. P Johnson, S Humberside. Chris Lipscombe, Southampton. L Huby, Leeds. Paul Threlfall, Lancs. John Davey, W Yorks. K C Man, Herts. Daniel Taylor, Surrey. Simon Gibbon, York. Karl Wild, Sheffield. James Wiseman, West Midlands. M G Mycroft, Cumbria. Simon Warren, Staffs. Keith R Whitehead, W Glamorgan. Robert Campbell, Dundee. Daniel Griffiths, Bristol. Daniel Foster, Berkshire. Jonathan Hampton, N Yorks. Robert Robert Gregory, Clywd. Simon Roberts, Lincs. Philip Mason, Lancs. G Horsman, Leeds. Kevin Dulson, Shropshire. Richard Stainton, Cheshire. Ali Arbaz, Dundee. James Harris, Stoke on Trent. Ryan Paterson, Surrey. Stephen Brunka, Cheshire. Andrew Cole, Manchester. Dominic Richards, West Sussex. Brian Sergant, Kent. Ton Whalley, Herts. James Reilly, London. Daniel Tiplady, Bucks. Joan Buckney, Sheffield. M D MacKenzie, Lancs. Shaun Downey, Liverpool. J F Kristofforson, Staffs. Mark Baker, Suffolk. Andre Bajaria, Sheffield. Steven Gray, Laurencekirk. Daren Page, Scotland. Alan Campbell, Cheltenham. Martin Milner, North Humberside. Ricky Singh, Humberside. Robert Marriott, Essex. Adam Treadwell, Dorset. Darren Evans, Hull. Robin Davis, Telford. Richard Marks, Cornwall. Stuart Asquith, Wakefield. Shaun Crone, Cleveland. Robin Pearson, Middlesex. Julie Newton, S Yorks. Alex Lord, Cheltenham. Alan Fillery, Avon.

Anyone who entered might well be interested to know that the answers were as follows:
1 True, some planes can fly backwards.
2 The first person to fly the Channel was Bleriot.
3 The Russian national airline is known as Aeroflot.

WOBBLY MAN WON(?)

Stand easy men. The bear is back.

Also back in April Kami said he had a man on offer. Loads of you beat Tamara Howard in the rush to get your hands on him, but only one person was privileged enough to have the **Platoon** 'standee'. He was: S Alcock, Swansea.

Sergeant Gary Bracey from Ocean also offered five second prize copies of **Platoon**, and the people mashing the geeks right now are:
John Derek Thompson, Chester. Michael John Jackson, Scotland. David Pickering, Essex. Nicholas Renshaw, Essex. Anthony Nichols, London.

Finally there were ten Ocean T-shirts which are now being worn by these people:
Sanjay Nath, West Midlands. Simon Slater, County Durham. Darren Garbutt, Leeds. Gary Bearman, Northants. Tyrone Davies, Wales. Asif Qayyum, Leyton. Derek Simpson, Scotland. Greg Quinn, N Ireland. Mehrban Sawhney, Kuwait. Lee Owen, West Midlands.

In case anyone's interested, the answers to the questions were as follows:
1 **Platoon** is set during the Vietnam War.
2 Charlie Sheen's famous actor brother (who doesn't sound like his brother at all) was Emilio Estevez. (And probably still is, unless of course he's dropped dead).
3 The film that Oliver Stone directed before **Platoon** was, of course, Salvador.



Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

I'VE GOT THIS PROBLEM

I'VE GOT THIS PROBLEM

. . . CALLED BROKEN TRACK BLUES

WE'VE got a Spectrum + which had a joystick plugged into it while it was on. It stopped working. We took it to a local shop, who told us that it would cost £19.50 to fix, but they later gave it back saying it couldn't be done. Then we sent it to Video Vault who returned it saying that it was irrepairable due to broken tracks.

Can anyone fix it now?

J L Davies
Mickleover
Derby

● *For starters, the death by joystick is a common enough problem and can usually be fixed by replacing one or more chips. Twenty quid sounds about right for such a repair.*

However, it sounds to me as if someone has tried to fix it but bodged the job. Obviously I haven't seen the computer so I'm only speculating, but a joystick port can't break tracks if plugged in badly, whereas a clumsy repairman is quite able to break tracks, blob solder, pull wires . . .

Take the top off the Spectrum by removing the screws from the base. Look at the printed circuit board — the silver tracks ought to be clean and separate. If there are scratches, burn marks or areas where solder is connecting two adjacent tracks then one of your would-be repairers has messed things up.

Since you've sent the computer to two different repair shops it's difficult to take it back. And if Video Vault won't touch it, then the damage is likely to be extensive and you might be better off buying a good second-hand Speccy.

. . . WITH A JUMPING PICTURE

MY computer doesn't want to work with my colour TV, and when I tune in the Spectrum picture it jumps up and down. It doesn't do this on BBC and ITV, and the Spectrum produces a clear picture on other sets.

On some games, the picture stops jumping, but on others it doesn't, and becomes fuzzy and splits. Also, the sound is a little muted sometimes.

Is it anything to do with CB aerials? There are a lot near me.

Jason Morrison
Co Armagh
N Ireland

● ***The signal the Spectrum produces is nearly, but not quite, like a TV signal. One of the things it gets slightly wrong is the special part that tells the TV to start displaying a new picture (which it does fifty times a second). 99% of TVs don't mind this slight discrepancy and display the picture perfectly. But some are fussy and miss their cue, with the result that the computer output is displayed half-way down the TV screen, breaks up and generally stays unwatchable (like BBC and ITV, really).***

Some makes are notorious for not working well with some models of Speccies. Hitachi are one such, but they've changed their design. The best 'cure', short of redesigning the TV circuitry, is to find someone with a different TV who doesn't have a Spectrum and do a swop. If the TV is new, then the shop ought to be understanding and let you choose another set.

CB can interfere with Spectra, but the aerials have to be both close and connected to illegally highpowered transmitters. The interference is pretty distinctive too, with long bursts of noise and rubbish on the TV interspersed with clear periods where the offending breaker is listening. Doesn't sound like your problem, really.

The Spectrum's been around for six years, and there are a lot of people who need stuff that's no longer on the open market. If anyone wants anything peculiar, or you knows where to get peculiar things from, write and let me know . . .

. . SAVING MULTI-LOAD GAMES

I'VE just purchased the MGT +D and disc drive for my Spectrum 128K. Snapshotting 128K and 48K games on to discs is easy enough and works well, but I can't work out how to save multiload games properly. I can save then as two parts, but then I don't have the continuity and it also needs a lot of disc space as I'm saving an entire load of memory each go.

Can I make multiload games load parts from the disc drive in the same way that they work from the tape?

M Tomlinson
Belsover
Chesterfield

● ***Yes. Quite. For those watching on the radio, I've got a beard. Which should go some way to avoiding those unfortunate misunderstandings . . .***

The trouble with multiload games is that they have their own, exquisitely hand-crafted, load-from-tape routines. Unless the designers of the game deliberately include a load-from-disc option, there is no way that the disc drive snapshot program can hunt down and modify all the different ways there are of loading part of a game from tape.

So the answer is, er, no. Sad, but true.

. . . WITH A BLACK SCREEN

MY 48K Spectrum has been playing up. For a while now whenever I've turned the thing on all I get is the black screen and no copyright message. Pressing the RESET button (it's been converted to a +) has usually managed to get the machine running, but recently this hasn't been working well and now it's stopped altogether.

Help!

M Highton
Newton Hall
Durham

● ***Nothing sadder than a Spectrum slowly losing its faculties like that. It's also a fairly odd hardware problem, 'cos computers tend to die in microseconds rather than months.***

It could be one of three things. It could be a single simple component (like the reset capacitor or the clock crystal) that's become contaminated and has been decomposing away. It could be bad connections on the board, where a solder joint is slowly oxidising. Unlikely, given the machine's habit of wakng up with a prod of a reset. It's most likely to be one of the terrible twins, the Z80 or the ULA, and of those it's most likely to be the ULA.

Whatever it is, it should be a quick repair by any competent repair shop.

. . . JOINING UP MY BITS

I'VE got a Spectrum 48K, a 128K and a QL. Can I network the 128 to the QL, and if so, how? And can I save Spectrum programs on the QL? I've also got a Multiface 1 and I'm going to buy a Multiface 128; can I send programs from this to the QL? Are QL cartridges the same as microdrive cartridges?

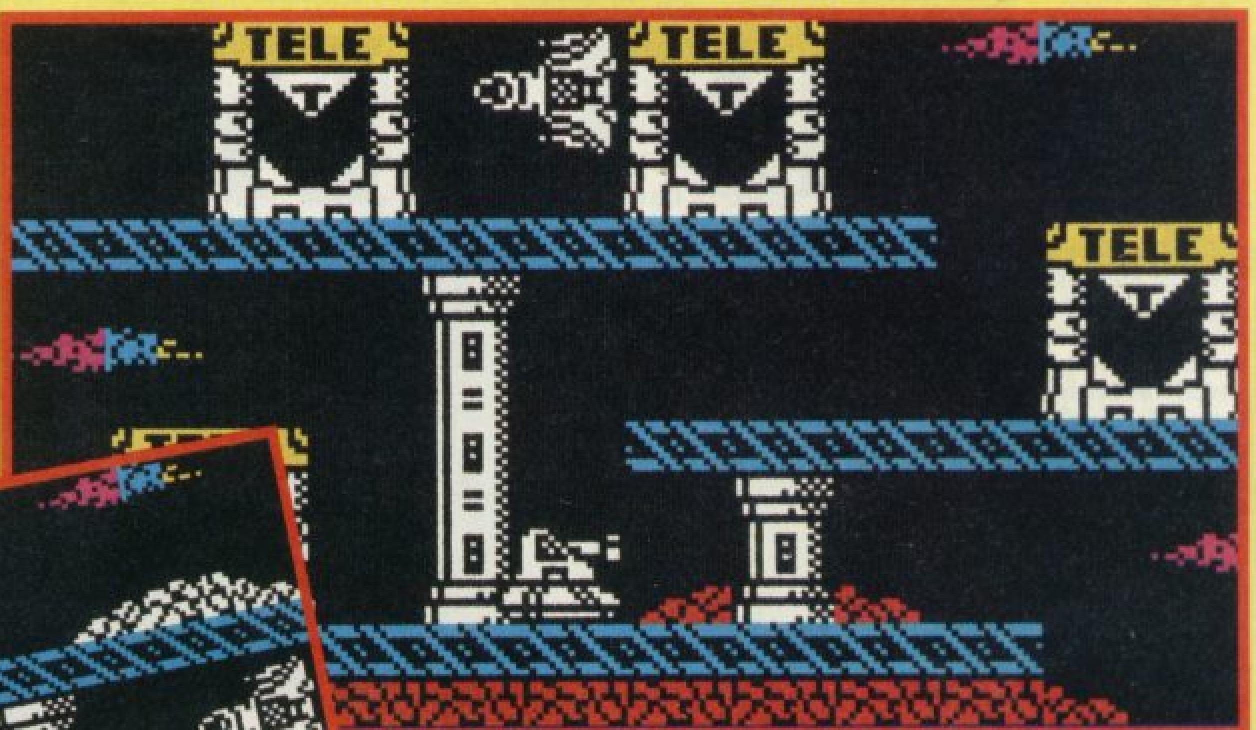
B Duffy
Hayes
Middlesex

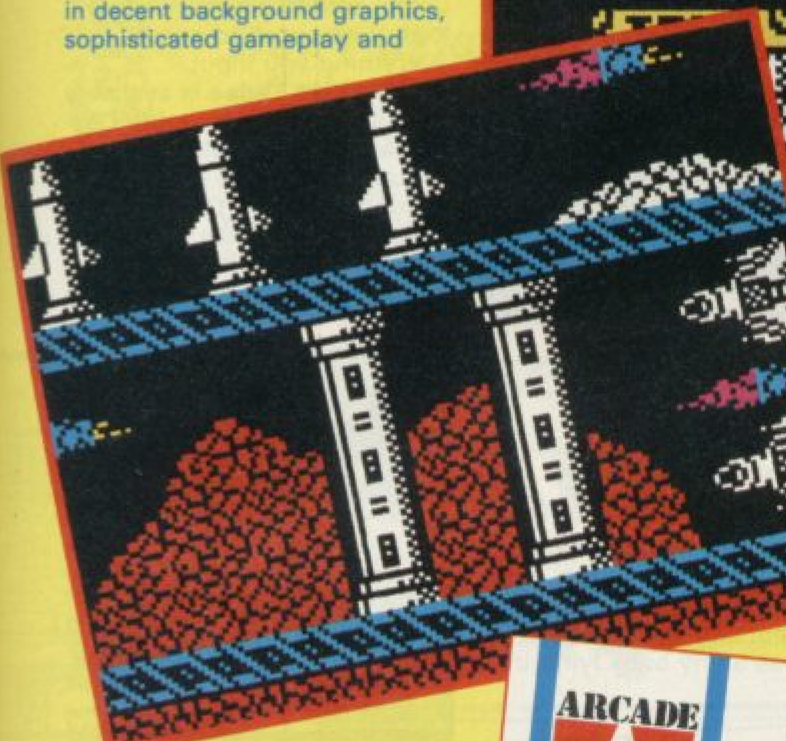
● *Sinclair user, huh? You need an Interface 1 to network your QL and your Speccies; if you lash out on two you can network them all up together at once. Sending programs is fairly simple; the IF1 handbook details the Spectrum side of things and the QL manual covers saving and sending files with the network.*

Microdrive cartridges for the Spectrum and the QL are the same physically, however they are formatted (the magnetic patterns used to store information on them) in different ways. So you can use the same cartridges on both computers, but you'll have to erase them and reformat them before switching machines. You can't use them to transfer programs from the Spectrum to the QL.

(but Dr. Rupe has the answer)

(but Dr. Rupe has the answer)





CERIUS

Erk alors! Donner und Blitzen! Hoots mon! Imagine my surprise to see that a game as good as **Cerius** was a) only £1.99, and b) from Atlantis, who are, how can I put it, not normally noted for the thrillingness of their games.

Cerius owes a good deal to the recent spate of horizontally-trudging-man-in-a-spacesuit games, like **Exolon**, **Yeti** and **Northstar.** It manages to cram in decent background graphics, sophisticated gameplay and reasonable sound, and still leave enough change out of £2 for a penny chew.

The game takes place on a series of multi-level screens which are split up by impassable obstacles. You find your way through this maze using the available transporters, which will always move you to another, specific, location.

As you move around you have to deal with enemy ships, either blasting them with your tank gun or by using one of your precious smart bombs. Energy and ammunition can be replenished by finding specially-marked podules.

On each level your aim is to find and eliminate four robot carriers, each of which yields a code letter. At the end of the level you are prompted to rearrange the letters to form a word, and this lets you on to the next level.

Level two is even better than level one, I thought, with finely-designed backgrounds which are so well thought out that there isn't a hint of colour clash – full-price games programmers please note.

At certain stages you'll find yourself unable to proceed any further, because the platforms are laid out in such a way that you can't shoot one of the code carriers. To solve the problem you have to find an ARMOUR podule, and grab hold of a sort of extension thingy which sits on your shoulders, and enables you to pop off the offending robots. It also doubles your firepower.

So who are these chappies who have created such a spiffy game? And when are we going to get some more from them? Personally I can't wait; **Cerius** is one of the best budget titles I've seen, and if it were completely original it would deserve a great big floppy kiss■

ARCADE REVIEW — FAX BOX

CERIUS Label: **Atlantis** Author: **David, Adrian and Graham Shaw** Price: **£1.99** Memory: **48K/128K** Joystick: **various**

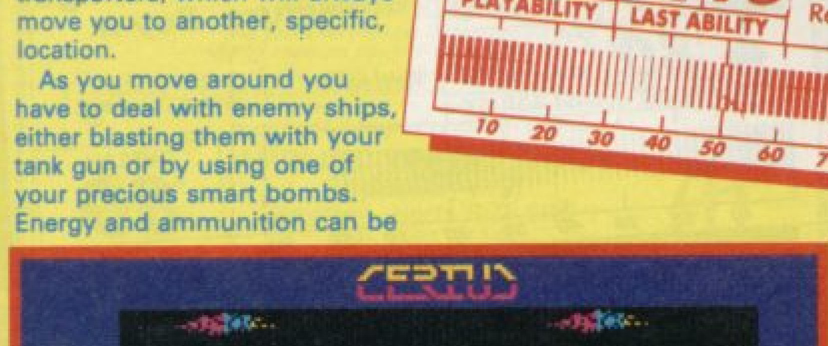
GRAPHICS	SOUND
85	65
88	75
PLAYABILITY	LAST ABILITY

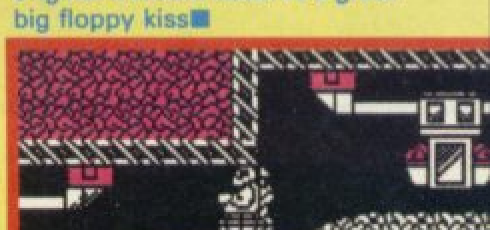
Excellent quality budget game – buy at once!

Reviewer:

10 20 30 40 50 60 70 80 90

OVERALL **81**





HINTS

- **Learn to use the transporters efficiently, both to find your way through the maze and to avoid approaching missiles**
- **If you get stuck, make a map and find the ARMOUR pod which allows you to destroy the guardians.**
- **Don't waste smart bombs early on in the level; you should be able to get to the end without using them, and you may well need one later.**

SKELVULLYN TWINE

Skelvullyn Twine is a suite of four 48K programs for all Spectrums in 48K mode. An introductory program is included within the package, which has been designed to set the scene, and gives a full outline of the game world and storyline. It's also got graphics.

I bet you're wondering what a 'twine' is aren't you? I must admit, that I had no idea either. To enlighten you: a 'twine' is a combination of objects or conditions which is as bizarre and contradictory as nature itself. I think it's something similar to spellcasting. The background story to this game had me itching to enter its wonderful world. The description is so detailed and atmospheric I won't try to give you the complete story, but rather just give you a little of the history of the game world.





A thaumaturgist (which I interpreted as a spellcaster) was allowed to train only one apprentice during his lifetime, but it was so hard to find pupils who could pass the guild's strongest entrance test that some never trained any, with the result that numbers dwindled down the years.

Eventually, only two thaumaturgists survived, a man and woman of great age named Anis and Tolaw. Their frail figures were last seen climbing painfully up a rock slope to Tow Cop, a group of standing stones in Kilver.

The mountains around Kilver were flaming with a light more brilliant than sunlight during that night, and the following morning, when one of the villagers dared to climb up to the ancient stones, all that he found was a tiny baby lying in the centre of the stone circle . . .

That should be enough to whet your appetite. I found the storyline fascinating, and very well written.

The second and third parts of the adventure can only be accessed by use of passwords. STORE and RECALL give you ram save/load facilities which are essential at times as you can get killed off if you're not careful. EXAMINE is the most useful command of all with a logical response to nearly everything you input.

Skelvullyn Twine is available by mail order from Eighth Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH. Written using the Quill, Illustrator and Patch, this is undoubtedly the best budget adventure I have seen in a long time■



ADVENTURE REVIEW

FAX BOX

SKELVULLYN TWINE Label: **Eighth Day Software** Author: **Peter Pointon** Price: **£5.50**
Joystick: **none** Memory: **48K**

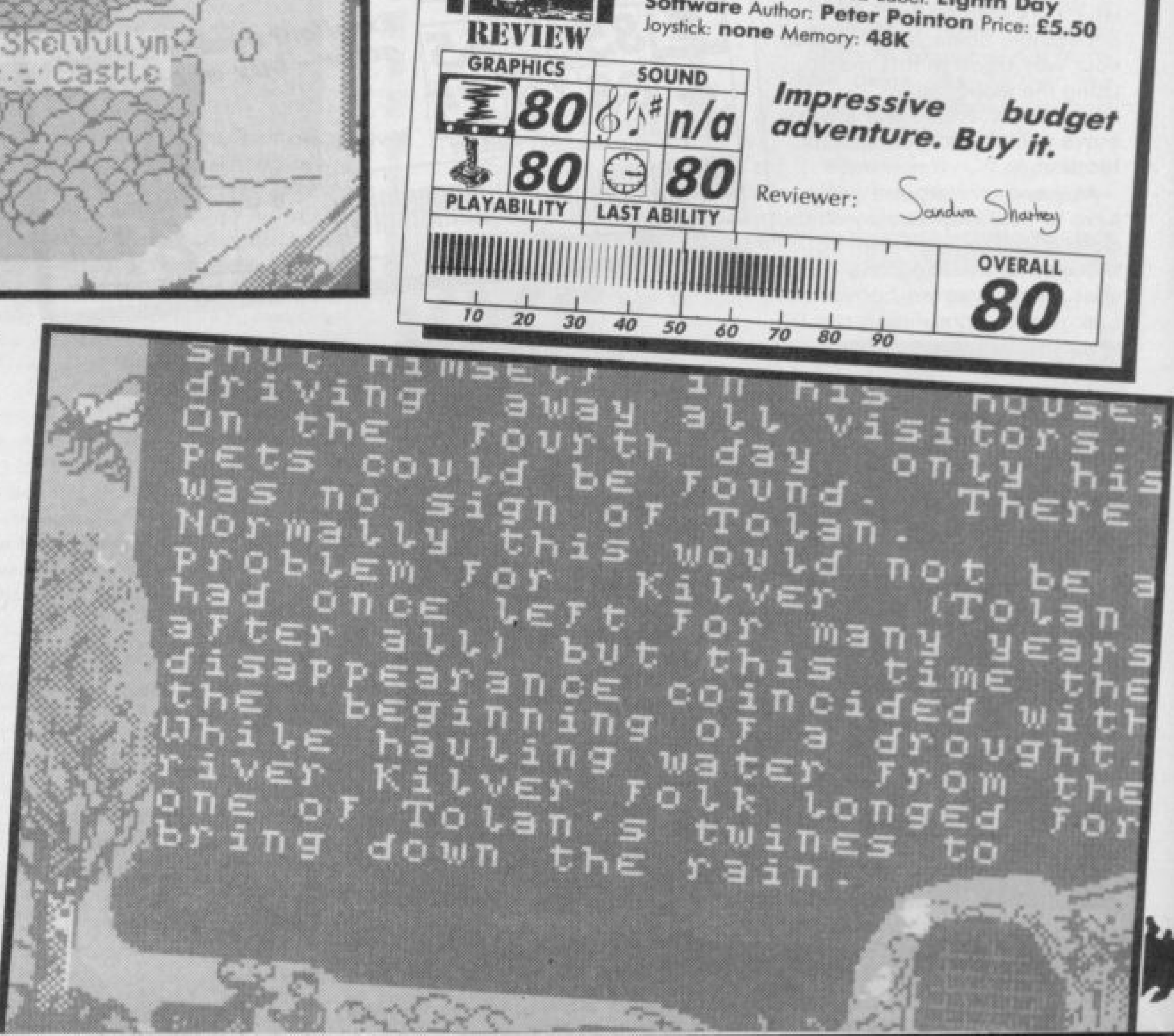
GRAPHICS	SOUND
80	n/a
80	80
PLAYABILITY	LAST ABILITY

Impressive budget adventure. Buy it.

Reviewer: Sandra Sharkey

10 20 30 40 50 60 70 80 90

OVERALL **80**



DARK BLADES
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TH

Why is it that when relatives go on holiday I always get lumbered with looking after their pets? My sister's the worst one for this, I never know what sort of pet I'm going to end up feeding. The last time she asked me I had to look after a crocodile for a week. I told her never to ask again, but when she asked me to look after her little kitten for a week I relented. I've got a soft spot for cats like most sorceresses.

Two days ago, my sister arrived and said that she couldn't stop but she'd put the kitten in the kitchen. Just as she rushed out of the door bedlam broke out and one of my apprentices ran into my study screaming . . . followed by a half grown panther!

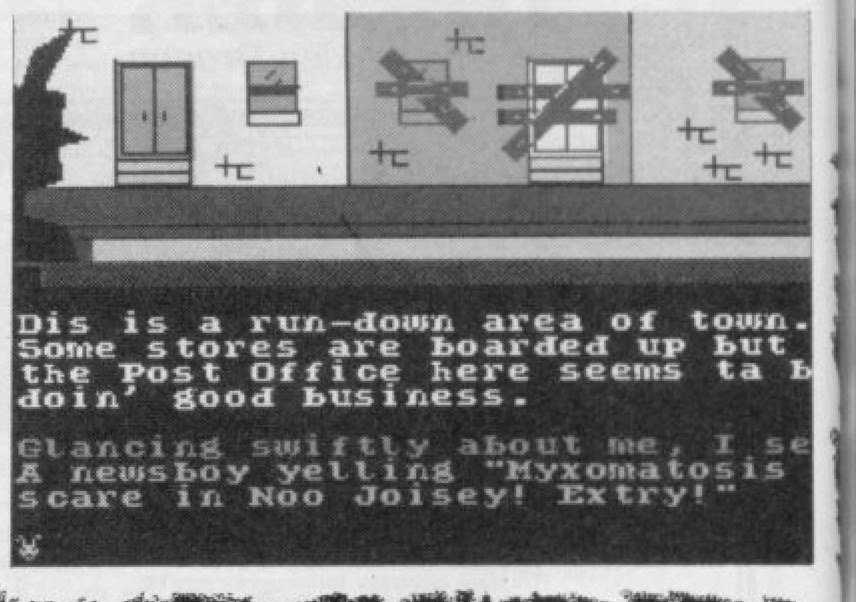
We lured the 'kitten' into a vacant room and shut the door on it. Every so often we threw a joint of meat into the room but nobody would go inside. Anyway, I managed to persuade the local vet to supply bed and breakfast for it at a very reasonable rate. That is definitely the last time I look after anyone's pets!

Guild of Thieves is still giving problems, but John Barnsley of Stafford has come to the rescue with some more help.

To get rid of the rats you need to go to the cellar and examine the drainage system and you will see a stopcock. Open the stopcock and you hear water gurgling down the pipe, take the pipe and the cellar floods. Close the stopcock, open it again and the cellar will be half flooded. Close the stopcock and you will find that you have drowned the rats.

To get the lute off the miller, you need the cheque for 55 fergs. Examine the windmill and you will be told that the vanes are rotating and you can see the miller beyond them. Shout to miller, "Stop windmill", go south and the miller will give you some gum. Examine lute. Repeat this until the miller offers to sell you the lute for 55 fergs which just happens to be the exact amount of your cheque!

Buy the lute from the miller with the cheque and then play it for another clue. Take the plectrum. A lute is



strummed with the fingers, so you don't need the plectrum to play it, therefore the plectrum must be a treasure. Put the lute and the plectrum inside the swag bag and close it. Go down, as you leave you'll trip and just miss your swag bag, if you don't put the lute in the swag bag then you will break it.

To get the gem from the wax you need the lamp and the mirror. Shine beam of light at wax using mirror and the gem falls from the wax.

When the ice snake lands on you, you only have three moves before it crushes you. Go to the hot house. As you enter the ice snake is destroyed.

When you come to an area dominated by coloured squares you have to find the correct course from the black

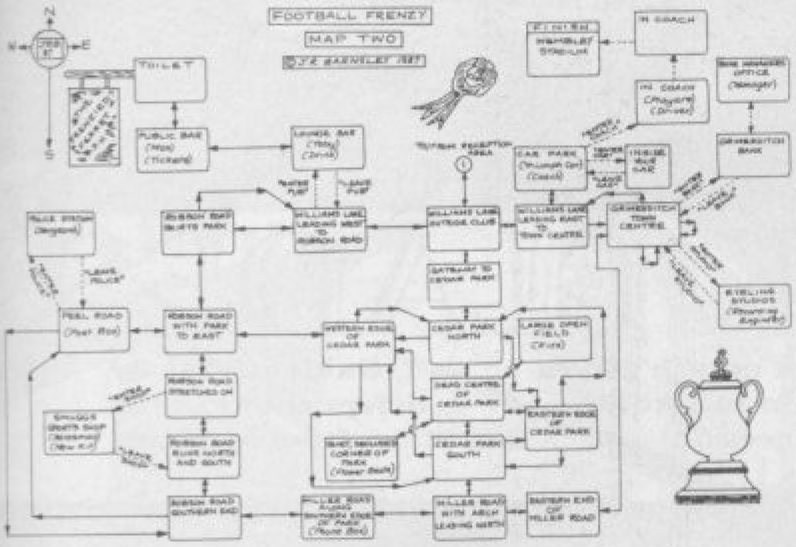
If you're reading this with matchsticks holding your eyelids open then never fear for you'll sleep easy tonight . . .

TIME AND MAGIK How to get the silver coin from the compost heap. Travel to the second time zone to find a sabre toothed tiger. You need to open the tin of catfood and give it to the tiger and then pull the tiger's tooth. Take the tooth back to time zone one and go to the compost heap. Eat one of the mushrooms from the mushroom ring and you will be able to see a fairy. Give the tooth to her and she will make you an offer for it. Say no, then she will offer you a firefly. Accept this offer and you'll get light for the rest of the game and the silver coin. In time zone three you need to wave the mirror at the cavemen and they will disappear into it. Throw the pebble at the skeleton and throw the club at the cavemen on the bridge. A grateful old woman will give you a nugget. Go south and say "Eureka", in, say "James Watt", in, get wheel, and go down to return to the clock. In time zone five pay for your ale with the nugget and kiss the frog to make the prince appear. Give the sword to the prince and he'll kill the black knight for you.

RED MOON I couldn't find the crown anywhere but if I'd just input 'Dig' in the very first location I'd have saved myself loads of wandering. When Xiiz asks you for a treasure give him the book you can recall this later by 'Say Sararrh'. The swimming underwater really stumped me. I spent ages trying to connect the tubing to the flask before I plusked up the courage to dive in the water whilst just carrying them and found that I could now breathe. Read the scroll whilst carrying the acord to get a bridge to appear over the chasm.

HE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.



For those of you in a **Football Frenzy** – here's part two of the map!

square to a white one. To do this you must reverse the colours of the rainbow as follows: VIOLET, INDIGO, BLUE, GREEN, YELLOW, ORANGE and RED. You also need to use these reversed colours to return.

I have a confession to make . . . no, not that sort! I haven't played **Tir Na Nog,** so I can't help James Rose with his problems. He doesn't know how to get Lugh's spear and he can't decipher the tablets, so if anyone has played this one and feels that they may be able to help then write to me and I'll put you in touch.

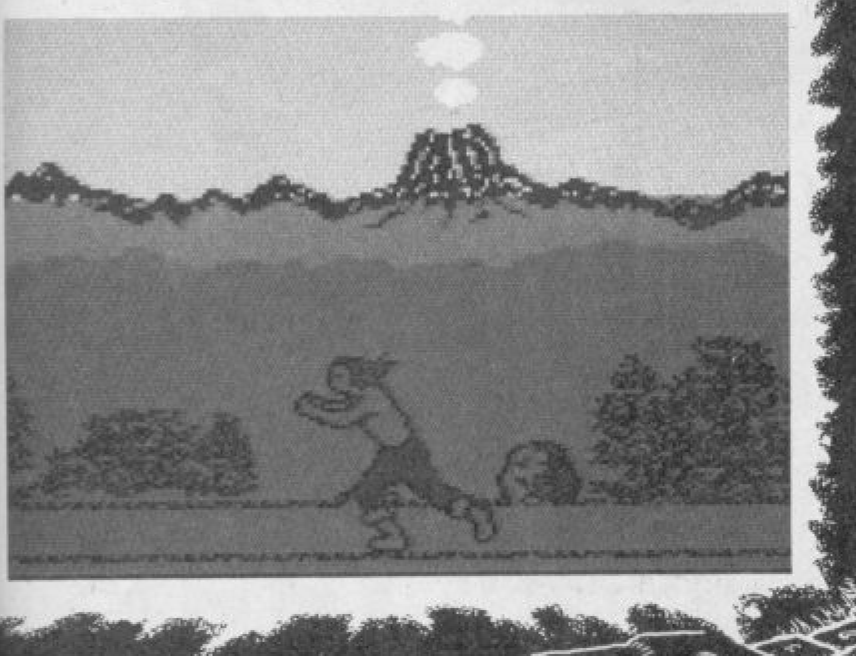
James has sent in the following help for fellow Celtic nuts. To get to Nuada's sword, go to the cave next to the Celtic cross in Storm Base and get the spade. Now go up to the castle in Badhelm (called Don Dhomnuil) and get the honeycomb. Enter Badrig's shrine and drop the spade in front of the grave stone, an oak leaf will appear. Get the leaf and search some caves until you find some bones. Return to the castle and go east, south, west and second north and enter the cave. Drop the oak leaf and the king will give you the sword.

To get the Stone of Fal. Go to the waterfall in Glasmarsh and walk into it where you find a book. Get the book and exit the waterfall, go west and north to the end, east, and first north. Now go east to the end, south, east, first north, east, north to the end, west, north, second west. Somewhere on this road is an invisible door, enter it and pick up the ice. Exit and drop the book. Find the cave in the Slige Warrens where you will find the sting. Get it, leave and drop the ice. You must find a door in Tirclachan below the portal. Enter this door and you are now in An-Lin. Find the halberd and the scroll. Follow the instructions on the scroll, drop the halberd and pick up the stone. Now exit An-Lin by the door with the 'f' on it. You are now right on the bottom of Glanmarsh.

Lastly, just a couple of quick tips on **Rigel's Revenge,** one for each part. In Part One, remember to throw the medikit at the light before you put on the nightsights. Then you can go east to get the uniform. If you're stuck about getting out of Part One, Introduce Bomb!

Part Two, drop the bomb and then go east twice. In order to charge the gun, examine apparatus, read instructions, get the gun and insert plub in socket. Pull the lever and then unplug your gun. Easy!

Thanks to everyone who sent in contributions last month, keep them coming. I particularly need a help sheet to **Knight Tyme** as I've been asked to help by lots of readers on this one. See what you can come up with.



WITTS END

If you've written in recently for help, check out this section. You just might find the help you need.

KAYLETH – When the strangleweed begins to entwine you, go north, then east and spin the bar. Go east and climb the tree, examine the door and open pyxis. When asked if you are sure give a positive answer and you will find some lenses. Wear the lenses and flip the knot. The door will open and send forth a blinding light. Get the tablet and remove the lenses. Examine the tablet and then break it to find a rod.

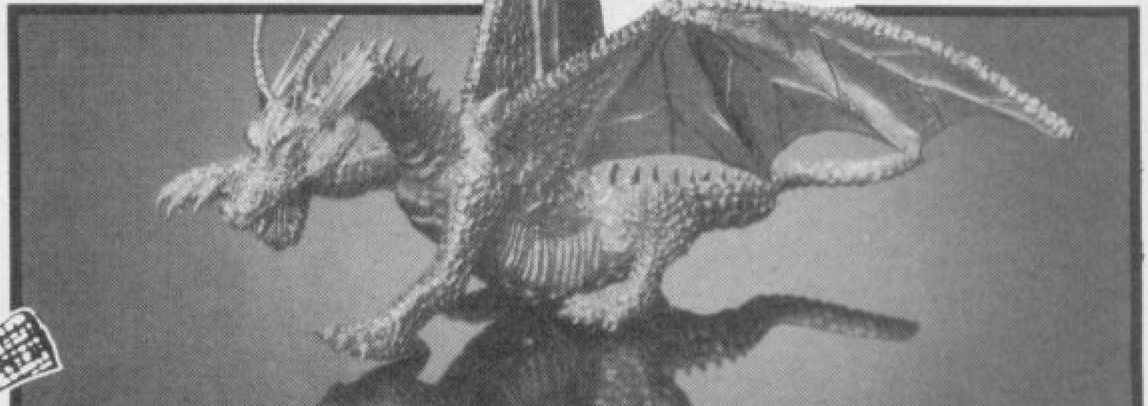
JINXTER – Get the bottle of milk from the fridge and drink it. Get the tablecloth and examine it. Go to the bull and wave the tablecloth at it, then drop the tablecloth and go southeast and east to find a bottle of oil. Listen to the magpie and it will give you some spectacles. You must dial 300 to get your parcel. The plastic key can be transformed by holding a lit candle underneath it – twice!

BUGSY – Once you have reached the exalted ranks of Public Enemy Number 5 you must go to the Ritz Carlton Hotel. Enter and talk to the manager. Hire some rooms and answer "YES" when he asks if you wish to book them. Toddle off to the Tib Bar and have a chat with Gentleman George McGurk.

AFTERSHOCK – To avoid being killed by the looters you need to be carrying the television, but drop the television to get past the soldiers.

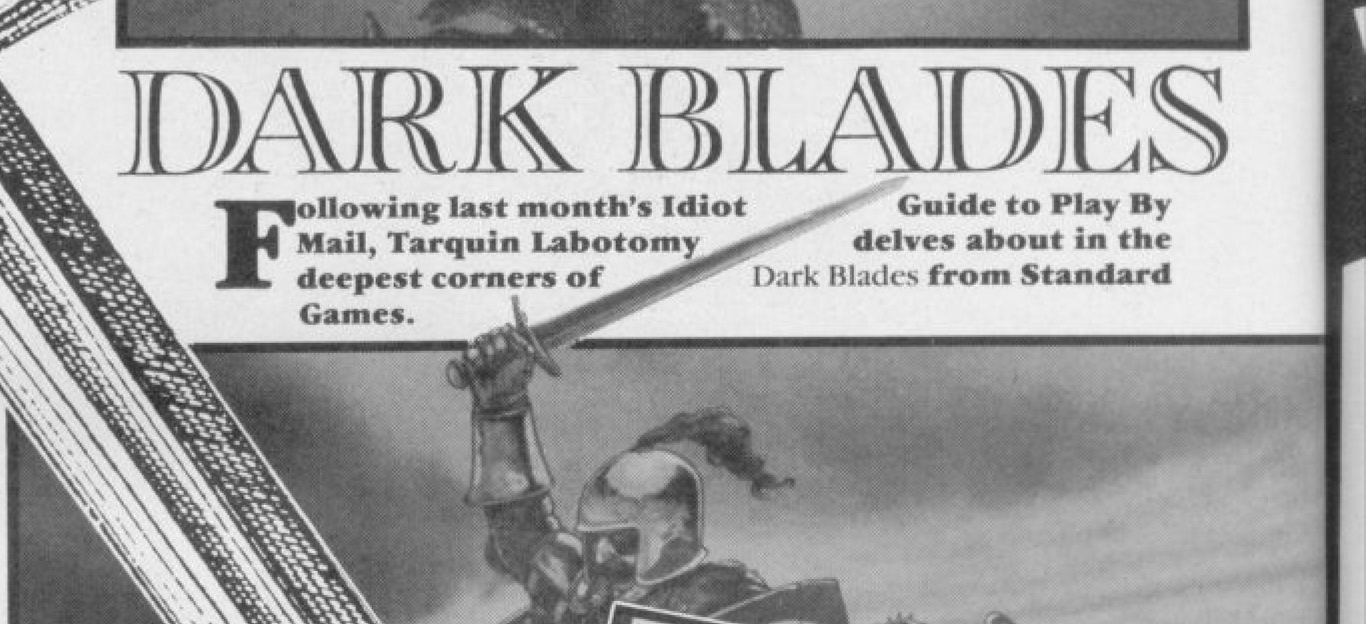
FUTURE TENSE Part One– In the sitting room you will find a letter. Remove the stamp to find a message. Search the sofa to find a MSPV pass. Search the trenchcoat to find a magnoscope. Search the refuse and enter the bin to find a lever which you must pull.

FUTURE TENSE Part Two – Cut the label from your costume before wearing it. The blind potato is fibbing so shine the lamp at it and you'll receive a pair of dark glasses.



DARK BLADES

Following last month's Idiot Guide to Play By Mail, Tarquin Labotomy delves about in the deepest corners of Dark Blades **from Standard Games.**





Dave Norton at Standard sees **Dark Blades** as almost a cross between traditional role playing and PBM and rates his game, not altogether surprisingly, very highly. Specifically, **DB** is being promoted as a 'living adventure' with many non-player characters, each with a reputed 70-plus individual characteristics who will act 'realistically' in any given situation, ranging from awesomely powerful Dragonworms to bog standard fantasy characters such as Trolls, Elves and Goblins.

With 100 players per game and other realistic bits such as Line of Sight, **Dark Blades** is of interest to those who maybe like the PBM a tad on the unpredictable side.

The scene of the unfolding drama is set on the island continent of Labrynthia, and around a mammoth race war between the Humans and the Mon-Ogres, the latter being the result of a few odd Humans shacking up with the odd Ogre after a particularly heavy night down at the disco and nature, being what it is, taking its course. Historically, Humans enslaved Mon-Ogres, but now they are back in force on their own terms and it's a fight to the finish – up to the point that if the two races get anywhere near each other, unless one party has selected a special 'Coward' mode, mortal combat is inevitable.

You have a choice of one of four characters at the start – Human or Mon-Ogre, either of which must choose to be a Warrior or a Trader. As a Warrior you start off with a party of 3 characters (which can increase to 40 – quite a handful), as a Trader you start off with a village.

The classes are pretty self-descriptive. As a Warrior you practise weaponry, bop around the place, beat up on innocent beings – or maybe try to recruit them to your party – and get experience. As a Trader you must manage your village, plant crops (corn grows fast in Labrynthia!), produce goods, trade with other villages and get rich.

There is a need for co-operation between the two types however. Traders need protection, Warriors need weapons, armour (of which there are a great variety), and money.

As far as rules go, there is a 22 page rule book that comes with the game – the feel of which will be familiar to anyone who has tried PBM before – and even if you haven't, they aren't too intimidating for the intelligent first timer.

Messages can be passed between players – private or for general distribution – and in my experience that inevitably produces some lively and highly entertaining public correspondence.

The very professional start-up pack comes in at £5.00, including 2 free turns, and **Dark Blades** costs £1.25 per turn after that – no more no less – and there is a prize of a 22ct gold plated dragon (worth over £1,000 they say) to be won by the **DB** Champion of Champions – oooh eerrr!

If **Dark Blades** sound like your flagon of grog, try sending the folding stuff to Standard Games PBM, Arlon House, Station Road, Kings Langley, Herts WD4 8LF■

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BLUE PRI

Operation

You know those ads on the TV, with mysterious be-suited executives pacing around soundproofed offices pointing at big charts and discussing the future of the world? Well, the games development business is nothing remotely like that, but it's pretty exciting all the same. This is your chance to see what goes into the coding of up-coming smash games (and a good excuse to drool over some more screenshots).

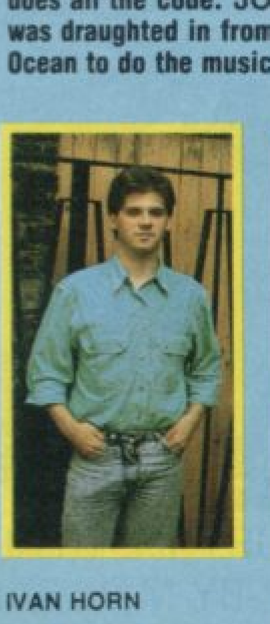
THE COIN-OP

The Operation Wolf coin-op appeared in this country about a year ago. It's an advanced descendant of the shooting range machines in the arcades. Instead of aiming at little targets with an airgun, or shooting at passing cars with a crude electrical pistol, you are matched against an entire army of huge (and fantastically drawn) foes. The bad guys are armed with knives, sub machine guns, armoured cars, helicopters, belt-feed machine guns and jet-boats. You've got a modified Uzi with rocket launcher.

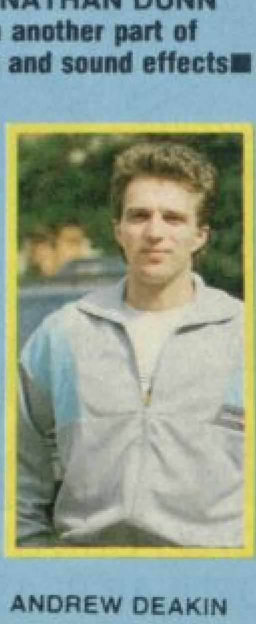
The game is a constant massacre. You mow down hundreds and hundreds of horrible, nasty foreigners in an escalating frenzy of violence. The more hits you incur, the weaker you become, until your vision fades into blackness. Fantastic. Convertible?■

THE PROGRAMMERS:

IVAN HORN and ANDREW DEAKIN have been working for Ocean full time for about a year. Their previous efforts include Athena, Combat School and Arkanoid II. Ivan is in charge of graphics, and Andrew does all the code. JONATHAN DUNN was draughted in from another part of Ocean to do the music and sound effects■



IVAN HORN



ANDREW DEAKIN

THE DATA:

	Height (pixels)	Length (pixels)	No. Animations	Bytes
Small Man				
Running	24	16	2	192
Shooting	24	16	4	384
Dying	24	24	2	283
Tank				
Body	32	2	2	192
Turret Firing	8	2	4	384
Turret Not Firing	8	2	2	288
Tall Blond Man				
Body	54	48	2	672
Head	16	24	4	96
Gun Flash	16	16	2	128
Dying	48	72	4	864

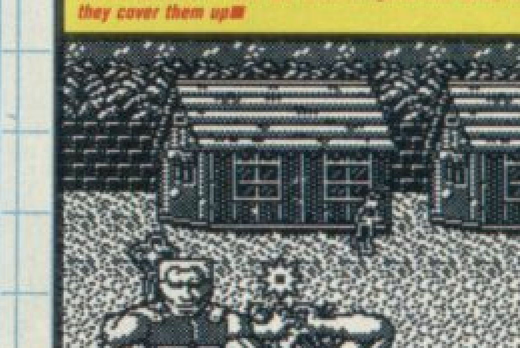
Ivan and Andrew were still finishing Combat School when the Wolf licence came about. The signings and 'rubber stampings' took a number of months to complete, so they had time to think about the project and get to grips with the fact that it's probably the most ambitious conversion feat ever.

The bulk of the coding took just over four months to complete. The pattern of development followed that of most of Ocean's coin-op conversions. They get themselves an arcade machine sent over from Japan and play it for ages and ages. (Tough life, this programming lark). Using a Sony Video 8 camera, a tape is made of the most interesting bits of gameplay, and other info that needs to be reproduced accurately, then the recording is converted on to VHS (for no particular reason) and played back at the programming 'area'.

As well as taking advantage of the technology offered by the video equipment, Andrew uses Ocean's in-house development system, which runs on an Atari ST. These days hardly anyone uses the Spectrum for source-coding. "The ST is just so fast," Andrew says, "the source code for the complete program is about 150K. The ST assembles that in about 30 seconds, but on the Spectrum that would take 5 minutes.

"The biggest problem was obviously getting such big things to move around the screen at once, as well as continually

Everything is 'prioritized'. The big things at the front are put on the screen after the little things at the back, so they cover them up■



scrolling the background. The biggest item in the game takes up about 800 bytes. On a 14" screen, that's about 3" high."

A different sprite routine was required for every different width of sprite (9 in all), and the screen reprints every time it's updated. Some speed is gained by drawing everything on what is known as a back-screen. This is a dummy screen which is hidden away in memory while the gamer is thinking about other things (not getting killed for example). Then it is flashed up in place of the old screen. All of this happens 17 times per second.

The scroll routine was lifted from Combat School. Everything in the

Jungl

Boats. Thgrar movement,a f





Airport

Static helicopter. ***Background feature.*** *Static plane.* ***Background feature. This is where the hostages end up if they don't get shot on the way. A 'Thank You' message will flash up and the score is incremented.*** *Vulture.* ***Flies across the screen from right to left. Another bonus available.*** *Bomb.* ***Remains static for a few seconds to allow collection, then flies off***



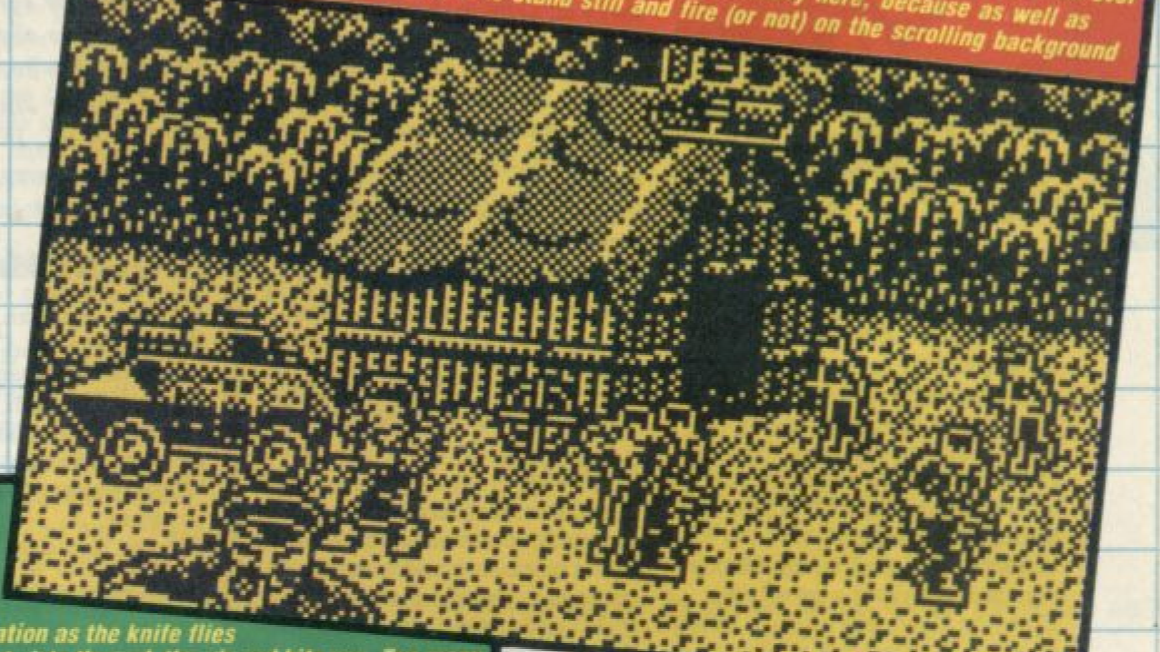
gle

The [p]rogrammers need new routines for the boat
ent, a firing pattern. Nothing is allowed to walk in the water!



Village

Little man. 2 frames only necessary for these guys. They're so tiny and everything is printed over them anyway *Medium size men.* ***4 frames of animation necessary here, because as well as running on to the screen, they have to stand still and fire (or not) on the scrolling background***



ommunications Network:

[F]iring man. ***Uses 800 bytes in total. In the original he [r]uns on screen, but that would take up too much [m]emory, so instead he glides on, fires, waits for a few [se]conds and glides off again.*** *Knife.* ***There are seven frames of animation as the knife flies [fr]om the back of the screen (see the little man running off on the left), twists through the air and hits you. Too many [o]f these injuries, and you're kaput.*** *Helicopter.* ***2 sprites were used for the side view (400 bytes each) and a [ano]ther 2 for the front view. (200 bytes each – one for firing and one for hovvering).***



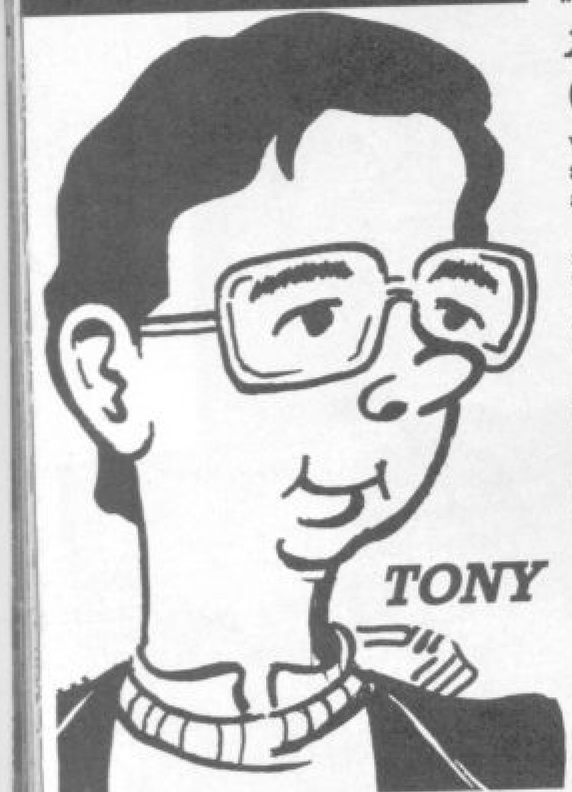
background had to be made up from two-character blocks, so when the screen scrolls, they will overlap each other without corruption. Quite a feat, and so successfully done that the boys have been able to place up to 16 bad guys, of any size, on the screen at any one time.

Currently scheduled for a release in the autumn Operation Wolf **is very near completion. Watch this space for more info.**

Controls:

It's obvious that no matter how hard anybody tried, there was no way that you could attach an Uzi machine gun to your Spectrum without ruining the whole game or making it cost £1,000. Instead, a cursor has taken its place, which makes the gameplay slightly different. Instead of having the feeling of firing from the hip by 'feel', you can actually see where the bullets will fall. The bullet flash from the arcade version has been retained, thought. Whether this improves, or detracts, from gameplay has yet to be seen■

IF you reckon we're talking rubbish don't just stand there . . .
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ARKANOID 2

How dare Tony Dillon, supposed reviewer, give this game 8 stars, when it deserves at most 5, and the programmer a good punch in the face. Who do Ocean think they are expecting us to play depressing c**p like this? Hitting a ball against a multicoloured wall is not exactly my idea of having a swell time. Come on Oean, you've done better than this. If everyone plays this game, think of the consequences; the world will slump into an irreversible depression. If you're thinking of buying it, don't. **Arkanoid 2** is definitely one to be missed.
Yours in sheer boredom,
Mark Simmer
Dudley
Putting his fiver towards: ***The Flintstones***

● ***Whufff! Mister Cruel! Don't you feel any of the challenging gameplay, the high-speed action, the colourful screen designs, the exciting weapons? No? Well, where is Sheer Boredom anyway – somewhere near Peterborough?***

KIKSTART 2

Eight stars? What do you think you're playing at, Tony Dillard? This game deserves a 9 or even a Classic. It is absolutely, amazingly wicked. Shame about the sound, but the game is brilliant. The course designer is fab, the graphics are good, and the game has long-lasting appeal. When I bought it, I could'nt leave it alone. It has that "just one more go" effect on you. The game more than deserves 8 stars, and for £1.99, it's the best buy out!
Greg Standing
Kidderminster
Putting his fiver towards: ***720°***

● ***You liked it then? Please try and make your point more clearly next time.***

XARAX

Oh come, come, Mr Dillon, you know as well as I do that this vertically scrolling blast is surpassed only by **Flying Shark,** and costs a fiver less.

It is tremendously addictive, the scrolling is smooth, the backgrounds really are brilliant and the graphics are good quality for a budget game.

Oh, but the gameplay. I started playing it at 7 pm Friday, and was startled when my alarm went off at 10 am in the morning! I was hooked! The fact that I can't get past level one kept me blasting away all night. It should have got a Classic, Mr Dillon, but I'll tell the readers myself. GO BUY THIS GAME! **Xevious** dwindles by comparison.
John-Paul Jones
Oldham
Putting his fiver towards: ***Target Renegade***

● ***Xevious dwindles in comparison to anything. And even Mr Dildoid can't get past the start of level two, so you aren't as spazzy as you sound.***

CHAOS

I suggest you introduce a new rating for games which, for their sheer originality and compulsive gameplay, stand out above the rest. I understand why the latest little-man-running-around-shooting-things game with the best graphics ever has to be awarded a Classic if the last little-man-running-around-shooting-things game with the best graphics ever got one, but there are some games which stand to the side of the mainstream and are unique. **Chaos** is just such a game. It may be old, it may be cheap, and its graphics won't make you think you've got an Amiga, but it is addictive in the purest sense. You're compelled to have another go, not because you're not going to let the machine beat you, but just because it's so much fun to play. Forget eight stars, make it a Classic Plus.
Patrick Regan
Stoke-on-Trent
Putting his fiver towards: ***ATF***

● ***The best fun you've had since you pickled your granny, said Tony Dillon, and for a change it seems he was right. Let's give him a lump of sugar, even if it's only to shut the squeaky little rodent up!***

PREDATOR

Is Jim Douglas a total gimboid, or is he just pretending? He says your character is, "as close to macho as most people will ever get"; you look about as macho as a deformed penguin! 'Jimbo' also describes your dead companions as "looking all yucky and dead," chortle, they look as if they're having an afternoon nap. Then we come to the multi-load; for every two minutes action you have to go through what seems like twenty minutes loading, and whatever stage you get killed on, you have to rewind the tape and start again.

Some nicely drawn backdrops do not rescue the game. I think 3 stars would be pretty accurate. What I'm trying to say is that Jim Douglas should be put through a mincing machine immediately.

Martin Simmonds
Saxmundham
Putting his fiver towards: ***Crazy Cars***

● ***I think you put your point very well. Jim agrees and has volunteered to chop himself into little bits. I'm having his leather jacket. (Enter Jim Douglas in a cloud of dust). It's all lies! I'm right, you're wrong, so give us back my jacket schmuck!!***

KNIGHTMARE

Zippity doo dah, zippity day, **Knightmare,** Classic beyond your wildest dreams, hmm.
Skippity doo dah, skippity day, thanks for the tenner Gran.
Hoppity doo dah, hoppity day, "**Knightmare,** dear shop assistant."
Boppity doo dah, boppity day,



JIM

"Nice loading screen, oh! It's loaded."
Screamity doo day, screamity day, it's absolutely APPALLING.
Savity doo dah, savity day, save your money, buy something cool.

Patrick Tracey
Upper Lydbrook
Putting his fiver towards: ***Super Hang On (and a penny chew)***

● ***Yes, all right, you're entitled to your opinion, but what exactly is wrong with Knightmare? Tell me, open my eyes or just shut-up and go away . . .***

IKARI WARRIORS

Seven stars? Aaaaaargh! Has Graham Taylor finally flipped? I thought that you people at SU had more brains than that – obviously not – unlike those dumbos at Y**R S******R. I am referring to **Ikari Warriors.**

After reading your review I rushed down to Boots as fast as my little legs would carry me. For over a year I had been waiting for a sign of the game, and how disappointed I was when I discovered how crap it was! I have never before been disappointed with any game I have bought on your advice, but why oh why did you have to do it to me when I had been waiting all these months?

Apart from this little misunderstanding, I think you mag is ultramegaroonycool . . .
Nick James
Marazion
Putting his fiver towards: Rastan

IKARI WARRIORS

How could Graham Taylor give a totally mega-brill game like **Ikari Warriors** only 7 stars? Only a berk could do that! Where was the Classic? The problem isn't that **Ikari Warriors** isn't good enough for a Classic – the problem is what's inside Graham Taylor's head. He said it was, "just about worth the wait." He said it wouldn't be anyone's all-time favourite. Pah! He was wrong. It was well worth the wait and it's my all-time favourite. I'm ashamed, especially seeing that he has the privilege of working for the cool magazine, SU.

Jamie Boyt
Folkestone
Putting his fiver towards:
Arcade Force Four

● ***Two points (says Chris Jenkins on behalf of El Presidente). One; there's nothing wrong with the inside of Graham's head; we've seen the contents leaking out of his ear and it looked OK to us. Second; Graham doesn't work for SU, SU works for Graham, so he is automatically infallible. I trust that puts you in your place.***

The WRITE STUFF?!

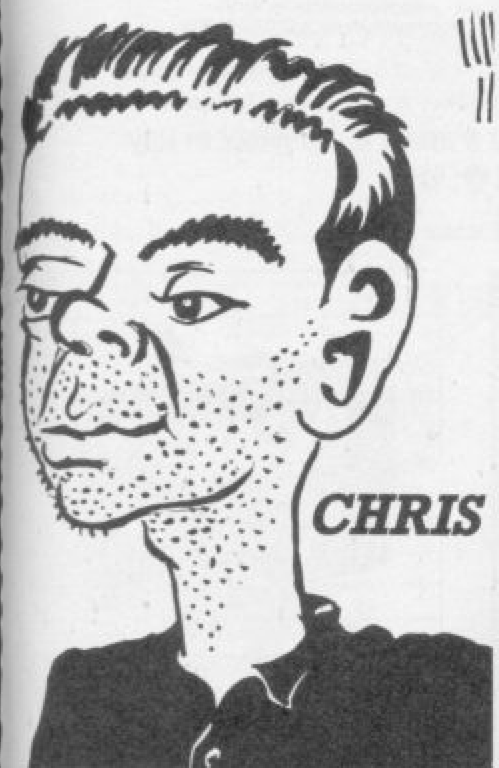
MAGNETRON

This game is BAD. (Not as in "reeeel BAAAAAAD, maaan" – he just means BAD. – Ed) The graphics are the same as **Quazatron,** though they are more colourful. The 'grapple' subgame is not as interesting as it was in **Quazatron,** in fact it's terrible. At first I didn't even understand what was going on, and time ran out before I could line up the three icons to steal the droid's power. After reading the instructions several times I figured it out, and it became instantly boring.

At budget price this game would be reasonable, but at £7.95 it's a total rip-off.

Graham Gillam
Ware
Putting his fiver towards: *Crosswize*

● *Ah . . . well . . . haruumph . . . hate to disagree with you old boy . . . erm . . . absorbing gameplay . . . sophisticated graphics . . . ah . . . hope that makes our position clear . . . humph . . . jolly good.*



CHRIS

ROLLING THUNDER

Where is **Rolling Thunder's** Classic? It's easily the best coin-op conversion since coin-ops were invented. The graphics are great, especially for the hoods, and the animation for when you jump up and down from the balconies is totally smashing. OK, the sound could have been better, but it's still marvellous. So where was the Classic, Jensky?

Paul Edwards
Worcester Park
Putting his fiver towards: *Crazy Cars*

● *Chris says: It was close. It was so close. But I'd just had a stale sandwich and a mug of luke warm grease for lunch, so I wasn't in an over-generous mood. Try me next time I've had a huge slap-up feed at the Hotel Posh.*

FLYING SHARK

This game is megabrill, it eats **Exolon** for breakfast and leaves dirty footprints on **Enduro Racer.** The graphics may be mostly yellow, but the detail, sound and gameplay make up for that. "**Flying Shark,**" I hear you cry, "but it's the same as 1942!" Well, you might be in a plane and you might have to pick up S's and B's to get more bullets and smart bombs, but you don't have to shoot tanks and machine guns in **1942,** and you don't fly over superb land and sea backgrounds. So there's only one excuse for not having bought **Flying Shark,** and that's if you're still playing **Renegade!** Well done SU for giving **Flying Shark** a Classic.

Tony Dearsley
Northwood
Putting his fiver towards: *Outrun*

● *Tamara says: Neeeeeeow!! Yakca-yacka-yacka-bang-bang-kabooo-aaah. I've been hit number 2 – eeeeeeh! – crash.*



TAMARA

KARNOV

I don't think you at SU have two brain cells to rub together. After I read your review of **Karnov,** I went out and bought it, and found it was one of the worst games I have played this year. There's not much sound, and the scrolling is awful. Stay well clear of **Karnov.**

PS – whose idea was it to put that namby pamby bear in the magazine?

Tim Hicks
Worksop
Putting his fiver towards: *Target Renegade*

● *Can't you hear that grinding sound? That's our two brain cells rubbing together. It was the Ed's idea to put the bear in, and he's the one who sends out the money . . . if you're lucky . . .*

GARFIELD

The best cartoon conversion on the Speccy? I fear I must disagree, as you have overlooked **Thundercats.** Garfield may be one of the cutest things ever seen, but I'm afraid the game isn't. There just isn't enough action; the only thing in this game which could be called action, is seing **Garfield** blink.

An SU Classic? I don't think so – more like 1/10 for effort. If I were you I wouldn't spend £8.95 on **Garfield,** I'd buy a real game like **World Cup Carnival** (only joking)!

David Winder
Wigan
Putting his fiver towards: *ATF*

● *Glad that was a 'joke,' just for a second we thought you were serious, and needed urgent medical attention. Garfield isn't meant to out-Rambo Rambo, it's more of a thinker than an action-packed doer. Like Garfield himself.*



GRAHAM

Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

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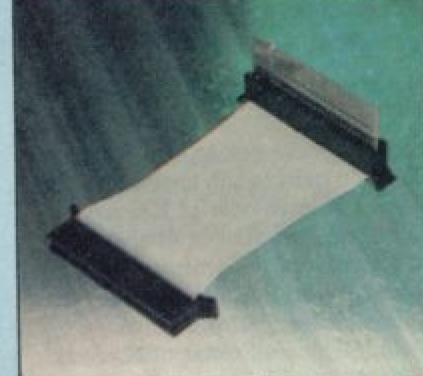
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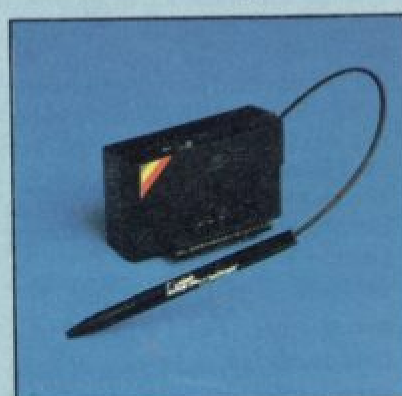
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*In this month's H the H my old mate Damien 'Blood Brothers' **Scattergood** explains sprites*

HOW

...DO YOU CREATE THE INE

```
Table 2 Inertia demo routine
START:
        LD A,9:             BORDER BLUE
        OUT (#FE),A
        LD HL,#4000;        SET UP THE REGISTERS TO
        LD DE,#4001;        CLEAR THE PIXEL SCREEN
        LD BC,#17FF
        LD (HL),L
        LD1R;               STORE 0 IN EACH SCREEN
                            LOCATION
            ;
;***************************
                            THE MAIN LOOP
            ;
;***************************
;
LOOP:   LD DE,(XPOS):       LOAD THE 'DE' AND 'HL'
                            REGISTERS
        LD HL,(YPOS);       WITH THE CO-ORDINATES OF THE
                            'BLOB'
        CALL BLOB;          DRAW THE BLOB AT SPECIFIED
                            POSITION
        CALL NC, REVVL;IF THE BLOB GOES OFF SCREEN,
                            REVERSE
        ;                   THE VELOCITY - SEE 'REVVL'
        HALT;               SYNCHRONIZE THE LOOP TO
                            1/50th/second
        CALL KEYS;          SCAN THE RELEVANT KEYS
        RET NC;             RETURN TO BASIC IF 'SPACE' IS
                            PRESSED
        ;
        ;                   X VELOCITY CALCULATION
        ;
        LD DE,(XVEL):       GET THE X VELOCITY (IN 'DE') AMD
        LD A,C;             THE X THRUST VALUE (SET UP IN
        ;                   'C' BY KEYS)
        PUSH RC;            SAVE THE Y THRUST VALUE (IN 'B')
        CALL CKLIM;         DO THE 'SUMS' ON THE VELOCITY
        POP BC;             B = Y THRUST
        PUSH DE;            PUT THE NEW X VELOCITY ON THE
                            STACK
        LD (XVEL),DE;       AND STORE IT IN ITS VARIABLE
        ;
        ;                   Y VELOCITY CALCULATIONS
        ;
        LD DD,(VVEL);       DO V VELOCITY
        LDS A,(GRAV);       A = GRAVITY
        ADD A,B;            Y THRUST = Y THRUST + GRAVITY
        CALL CKLIM;         MORE SUMS!
        PUSH DE;            PUT THE NEW VELOCITY ON TOP
        ;                   OF THE STACK
        LD (YVEL),DE;       AND ALSO IN ITS VARIABLE
        ;
        ;                   SAVING THE OLD CO-ORDINATES
        ;
        LD HL,(XPOS);       THESE FEW INSTRUCTIONS STORE
        ;                   THE CURRENT
        LD (OLDX),HL;       X AND Y CO-ORDINATES IN THE
                            VARIABLES
        LD HL (YPOS);       'BLOB' CAN BE REDRAWN AT THE
                            SCREEN EDGE
        LD (OLDY),HL;       IF IT WERE TO GO OFF SCREEN
        ;
        PUSH HL;            Y POSITION ON THE STACK
        CALL BLOB;          ERASE THE OLD BLOB
        POP HL;             RETRIEVE Y POSITION AND NEW Y
                            VELOCITY

        POP DE;
        ADD HL,DE;          ADD THEM TOGETHER - SIMPLE
                            ISN'T IT!
        LD (YPOS), HL;      NEW Y POSITION IS STORED
        ;
        LD HL, (XPOS);      NOW DO THE SAME FOR THE X
                            POSITION AND
        POP DE;             THE NEW X VELOCITY
        ADD HL,DE;          X POSITION + X VELOCITY
        LD (XPOS), HL;      STORE THE NEW X POSITION
        JP LOOP;            END OF THE GAME LOOP - SO
                            JUMP BACK
```

Loyal readers, ie all you lot, will remember that last month Steve Marsden who co-authored **Blood Brothers** from Gremlin was half-way through expounding his ideas on inertial control. Well this month, you lucky people, he's going to finish off the job. Go to it Steve!

Velocity

So I was told at school – is a quality of speed which also tells us the direction in which that speed is operating. To add to our sprite co-ordinate variables – X velocity and Y velocity. We can use the sign of the number to represent direction and the absolute value of the number to represent the speed. Take X for example: negative values of X velocity will mean movement to the left, and positive X velocities will mean right movement. Similarly for Y velocities, positive is downwards movement while negative Y means upwards movement. If we add the appropriate velocity to the co-ordinate (X velocity to X position etc) then we have produced a system which will generate movement with different speeds and directions. In fact our movements can be made to be at any angle depending on the relative X and Y velocities. Note that a velocity of zero is equivalent to no movement (ie co-ordinate = 0 – no change in co-ordinate).

Drag

No! I don't mean men dressed up as women, I mean the various resistances that slow down moving things like cars and aeroplanes. The drag can be from various sources – cars have rolling resistance, planes have wind resistance for example. This 'drag' is a force that tends to zero the velocity of an object. We need this force in our velocity system too. Every game loop we take our velocity value and we either add or subtract a constant value of drag in order to make the current velocity value closer to zero. In other words we add drag to negative velocities and we subtract drag from positive velocities. If the velocity is equal to zero we do nothing – our object must be stationary in that direction. Thinking back to the game loop, imagine we take our X co-ordinate each loop and we add the new value of velocity to it. The co-ordinate will increase it we assume positive X velocity, but it will start to slow down as the velocity starts reducing to zero via the drag factor. Once at zero, the co-ordinate will stay put until the velocity value

...DO YOU CONTROL SP

What do you think I am, Richard? A miracle worker? A half decent sprite routine generally runs to about 2K of code. I can't explain all that in this column can I? Look I'll tell you what I'll do. Here's my mate Damien Scattergood of Emerald software to explain a few basic ideas.

The simplest and quickest way to print a sprite is to print it at character co-ordinates. To enable us to keep track of the sprite we must store its x and y value somewhere in memory. Along with this we must also store the address of where our sprite information is along with its height and width. This simple system means that to set up a sprite we need only use 6 bytes in a table such as (Sprite x), (Sprite y), (DATA ADDRESS), (Height), (Width) where the data address is 2 bytes to form a standard 16 bit address.

The first problem we encounter before printing the sprite is changing its x and y values to a screen address on entry to our sprite routine we point IX at the sprite table and function TOBCB (see Table 1) changes the values of x and y to a screen address which it stores in HL.

The simplest method for sprite printing is to use the XOR function method. If a number is XORed with another number then the two values combine but when the result is XORed with the same number again it leaves the original number we XORed with in the first place. I know this sounds complicated but honestly – it's easy once you get the hang of it. For example 0 XOR 64 is 64 whereas 64 XOR 64 is 0. This feature allows us to print a sprite and erase it again simply by printing it again using XOR.

We must first point DE at the sprite data and HL at the screen location to print to. We get the sprite data into A and XOR it with the screen contents. All we need to do then is store the XORed result back on to the screen.

When printing our sprite we will need a quick way to find out the next screen address. Going across our sprite is simple as we need only add 1

and then Steve Marsden continues his explanation of joystick control...

THE HELL!!!

ERTIAL EFFECTS IN URIDIUM?

swings towards negative or positive again.

Thrust

To complete our inertial system, we need to be able to change the velocity via the keyboard/joystick. To do this, we generate thrust values according to the following joystick movements:

Right: Positive X thrust
Left: Negative X thurst
Down: Positive Y thrust
Up: Negative Y thrust.

Combining the values for Thrust, Drag and Velocity, we do these 3 simple sums every game loop:

1. Velocity = Velocity + Thrust
2. Velocity = Velocity + (or −) Drag
3. Co-ordinate = Co-ordinate + Velocity.

Simple isn't it? No complex maths, and we have a system which produces realistic acceleration / decceleration effects. The movement direction is infinitely variable and the overall effect is more pleasing to the eye. Right, there has been a lot of theoretical reading and now we need a good demonstration program for you to enter and prove that the inertial effects are worth all this messing about. Table 2 is the machine code listing.

For those of you with an assembler, go right ahead and type in the Z80 code in the left hand column. Don't forget the labels and the variables towards the end of the listing. For poor souls without an assembler, use this short BASIC program:-

```
10 LET base = 32764
20 FOR n = TO 331
30 INPUT "Number:";(n);a
40 POKE, base in,a
50 NEXT n
```

When you run this program, type in the numbers in Table 3. Once the machine code has been entered, save it on a tape (SAVE "mcode" CODE 32768,350).

Next month you'll get Table 4. Then you can enter the BASIC and load in the saved machine code! Run the BASIC and select option 1 to run the machine code. Press SPACE to return to the BASIC program and use keys:

Q – UP
A – DOWN
N – LEFT
M – RIGHT

Option 2 lets you change the parameters of gravity, thrust, drag, and the velocity limits. Play around with the number but keep it small to start off with.

Table 3 How the Hell Demo Program

62	9	211	254	33	0	64	17
1	64	1	255	23	117	237	176
237	91	82	129	42	86	129	205
146	128	212	35	129	118	205	99
128	200	237	91	90	129	121	197
205	235	128	193	213	237	83	90
129	237	91	92	129	58	78	129
120	205	235	128	213	237	83	92
129	42	82	129	34	84	129	235
42	86	129	34	88	129	229	205
146	128	225	209	85	34	86	129
42	82	129	209	25	34	82	129
195	16	128	58	79	129	87	237
68	95	62	127	219	254	31	200
1	0	0	203	79	32	8	74
24	5	203	87	32	1	75	62
253	219	254	31	56	3	66	55
201	62	251	219	254	31	216	67
55	201	175	71	203	122	192	122
254	31	208	5	167	203	124	192
124	254	23	208	230	24	245	64
71	124	15	15	15	170	230	224
170	79	125	105	7	7	7	14
7	160	161	168	103	123	7	7
7	161	17	0	255	40	7	203
58	203	27	61	32	249	6	8
122	174	119	44	123	174	119	45
36	124	161	32	10	125	198	32
111	56	4	124	214	8	103	16
231	55	201	111	23	159	103	25
124	181	40	18	167	203	124	237
91	80	129	32	6	237	82	56
5	24	6	25	48	3	33	0
0	84	93	237	75	76	129	203
124	32	7	167	237	66	216	80
89	201	9	216	33	0	0	237
66	235	201	33	90	129	203	16
48	3	33	92	129	78	35	70
43	235	33	0	0	167	237	66
235	115	35	114	42	84	129	31
42	129	235	42	88	129	34	86
129	195	146	128				

PRITES ON THE SPECTRUM

each time. Going downwards however causes problems. The Spectrum screen display is divided into three parts so going down requires some special software to calculate the next screen address. This is where we use the function NXTC (see Table 1).

NXTC first get the hi-byte of the screen address and checks the bottom 3 bits to see if it has finished a character grid, by comparing it with seven. If it hasn't then it increments H to point to the next scan line below the present one and returns. If it reaches the end of a character line then it must calculate the next character address down. Checking for the screen block boundary is done by checking if the top three bits of the bi byte are set. If so, simply add 32 to go down a scan line otherwise subtract 1760 to find the new address in the next block.

The routine sprint XORs the image on to the screen. It uses BC as loop counters to print the image. Each scan line is printed in turn calling NXTC to go down a scan line each time. Once we have our image on the screen we want to be able to move it. The logic to do this is as follows:

ERASE SPRITE.
MOVE SPRITE.
REPRINT SPRITE

We already know how to erase and print it as they are both the same routine. Since we already have stored the sprites' x and y positions we can easily alter the stored values to point to a new position. Two routines MR and ML to move the sprite left and right are included in the listing.

If we wanted this routine to print an image on the screen over the top of what was there before we would simply delete the XOR(HL) instruction. This would then copy the sprite image directly to the screen but we would not be able to erase it in the same way as above. It could be used to print fancy pictures on high score tables and such like.

Thanks Damien.

So there, that was easy wasn't it? Hands up all those who understood every word?



COIN

Blackpool is to Lancashire as the cherry is to the sticky bun, but love it or hate it, the Big B is a resort that millions of people flock to every year – for varied reasons. There's the beach, and the famous Golden Mile. There are pubs, clubs, chippies, and hotels by the score.

But most importantly Blackpool has one hell of a load of vids. Vids of every conceivable kind, shape and form.

The SU arcade column took off its DMs, rolled up its dungarees , braved the fun runners and went for a paddle down the Blackpool arcades . . .

Batlantis:

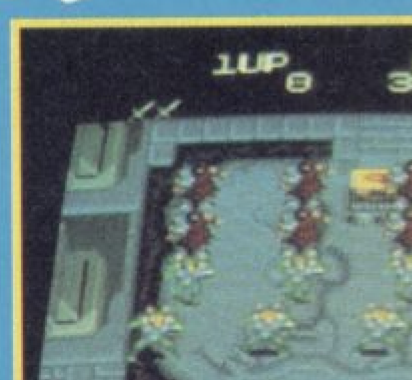
It's a shame that **Batlantis** machines are so few and far between, because it's really a great little game.

Basically, **Batlantis** was one of the first of the 'Fourth Generation' upgrades of early video genres. **Blasteroids** is the Fourth Generation clone of **Asteroids** and now **Batlantis** is the Fourth Generation clone of, wait for it, **Invaders.** Yessir, **Space Invaders** is back!

The game is set in a **Swords and Sorcery** mediaeval sort of world, with a single warrior (you) moving left/right along a set of battlements which run along the bottom of the screen. You're trying to hold at bay hordes of gargoyles and the like who move in formation left/down/right/down, lobbing spears, spiked balls, etc, at you . . . all in a neat semi-perspective plan view.

When they reach the battlements, they begin to climb up (check out their hands as they struggle to haul themselves up and make it over the top – it's a nice touch). If you fail to shoot them before they reach the top, that's it. You lose a life.

Bearers carrying a Power Box replace the spaceship in **Invaders** –crossing quickly across the top of the screen. If you hit it, it will release a shield that you must catch at the bottom, to give you either Extra Speed, Rapid Fire, Freeze, Transparency, Piercing Bullets or a Nitro Bomb. As an added problem though, while the hordes are plodding along their downward course, from time to time, Minotaurs rush in from the side of the screen and then bomb downwards quickly. They must be zapped asap.



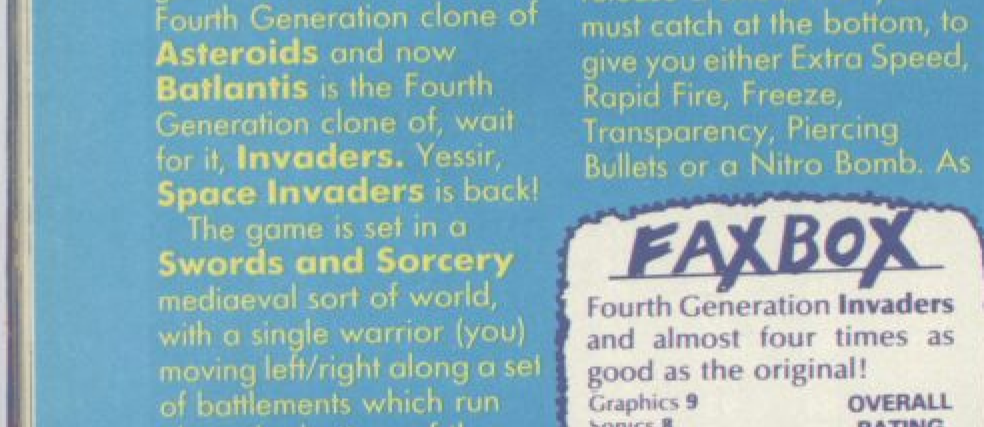
Every 2 screens you get a special monster that you have to beat – he's got extra powers and is able to withstand many shots. These stages are, to say, the least not easy.

Great animation and graphics, challenging gameplay and decent sound make this a winner. So who's going to put it on the Speccy then???

FAXBOX

Fourth Generation **Invaders** and almost four times as good as the original!

Graphics 9	OVERALL RATING
Sonics 8	
Gameplay 8	8
Addictiveness 9	



Astro Jet

A new rollercoaster simulator Astro Jet **projects a film of the view from the lead car on a coaster on to the front of the compartment whilst bucking the whole unit in synch. A useful alternative to the real thing for those with terminal motion sickness. Not bad, but a bit steep at 70p a throw.**

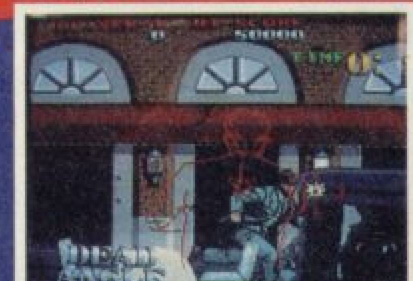
Vulcan Venture

This must be the *Nemesis*-***clone to beat all*** *Nemesis*-***clones!***

You can choose which set of extra powers you have at your disposal on your Power Meter at the bottom of the playing screen, the new ones being Spread Bomb, Tail Gun, Photon Torpedo and Pulse Laser. You also have an option to choose what kind of shield you get if







Dead Angle

Dead Angle is actually a re-development of an old game called **Streetfight.**



Streetfight had you moving a gunsight around an 8 way scrolling screen of an apartment front, the object being to shoot at villains poking their haircuts out of the windows.

Dead Angle is a bit more adventurous with the graphics, and largely relies on left/right scrolling.

As well as your gunsight on the screen, your body is also shown in outline.

You can take a fair bit of damage, as indicated by a meter along the bottom of the screen, which will also tell you how many more rogues you have to take out in order to get to the next level. It shows too your current weapon, from pistol to pump action shot gun, to battlefield thermonuclear device. You can also lob the odd grenade if you have one handy. Whilst lacking the disturbing animal satisfaction of the carnage you can inflict in **Operation Wolf, Dead Angle** is more stylish graphically, and rates as well worth the odd game or seven.

FAXBOX

Atmospheric 'shoot the target' game with enough variation to keep you coming back for more

Graphics **9**
Sonics **8**
Gameplay **8**
Addictiveness **8**

OVERALL RATING
8



you collect enough tokens.

Once the action starts you find you are not limited to a left/right scroll – you can move up and down too – but the scoring and bonus systems have been left the same. You zap a wave, or a red nasty, and a token will appear for you to pick up. This moves the indicator on the Power Meter one place to the left. If it's on the extra power that you you want, you press the appropriate button and it's back to collecting more tokens.

The game's really is spectacular, you weave between huge blazing suns as fire dragons come out to engulf you. Highly, highly rated, go out and play it this instant!

Salamander ***in places, and it's not easy. Lots of Speed-Up recommended here!***

FAXBOX

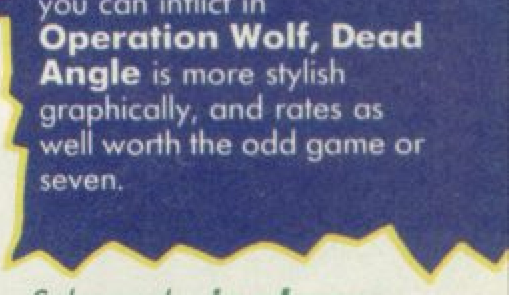
The ultimate **Nemesis** clo-ne. The extra frills and graphics really add to the game. Play, play, play!

Graphics **9**
Sonics **9**
Gameplay **10**
Addictiveness **9**

OVERALL RATING
9

After all that we had run out of 10p's and it was time to wend our way homeward. Blackpool had passed the stringent SU test, and so can be described as an OK place to go – especially if you like rock.

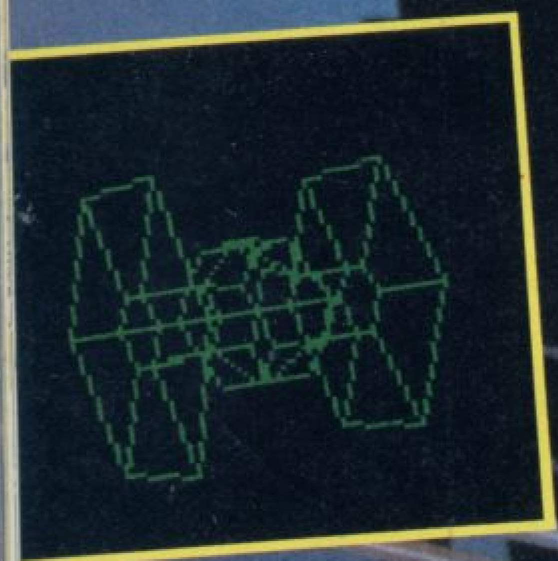
That's it for this month then. Next time even more vids and pins – and if brain transplants become available on the NHS, maybe even a report on Level 2 of **Vulcan Venture** . . .



MEGA PREVIEW



EMPIRE STRIKES BACK





A long time ago, in a programming house quite a long way from the Sinclair User offices, a coin-op was converted. It was a nice sort of a coin-op; well liked and fun to play, and the conversion proved to be enormously successful in its own right. In fact, at the time of writing, Domark's version of Star Wars is still jiggin' about in the software charts after a very respectable six months.

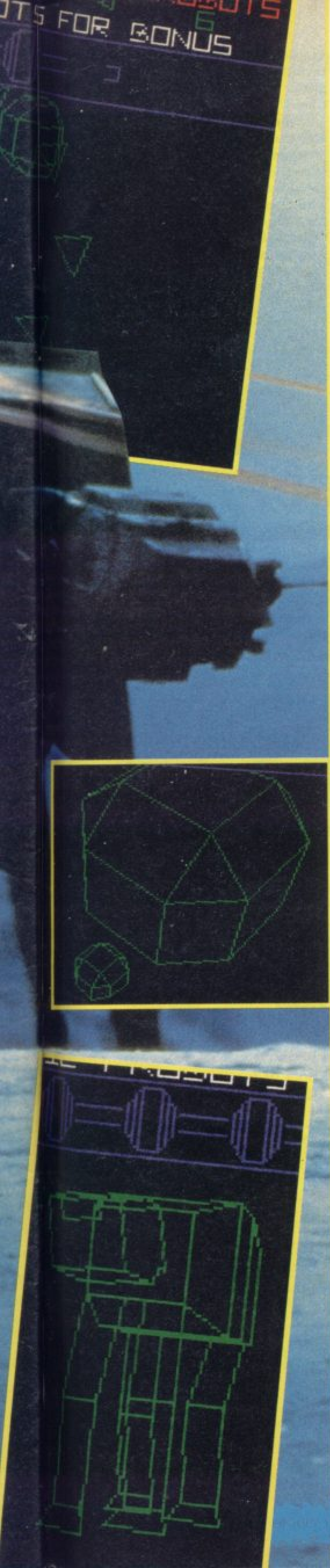
So once you're on to a good thing, if you've got any sense whatsoever, you follow it up with more of the same. And that's exactly what Domark have done, because ever so soon now we're going to be seeing a finished version of The Empire Strikes Back, the sequel, both in film and coin-op terms, to Star Wars. SU blagged a preview demo of TESB, and here we have the first moving pictures of the game. (Well, They're not moving on the page, but if you'd care to come over here and look at 'em while they're on the Spectrum in the office, you'll see what I mean).

Anyway, on with the preview. As you can see The Empire Strikes Back is remarkably similar to its predecessor. Now personally, and call me a girlie if you will, I never found Star Wars that entertaining, but I'm quite prepared to admit that there are other people out there who think that it's great. TESB seems to have rather more exciting gameplay.

The game itself is divided into 4 stages, the ultimate aim being to reach the safety of the giant asteroid. Along the way you get to control Luke Skywalker and his snowmobile or something, and Hans Solo and his Millenium Falcon (although not both at the same time). Battle with various Empire nasties, prevent them getting pictures of the Rebel base back to Darth Vader, and generally shoot down a lot of unpleasant peole that the galaxy would be sooo much better off without. Look out in particular for the giant Imperial walkers. They're enormous, wire-frame 3-D affairs, and they move pretty damn impressively.

Programming is being done by the Vektor Grafix team, who also did Star Wars. If they make as good a job of The Empire Strikes Back as they did of Star Wars, then I would think that Domark have probably got another chart topper on their hands.

Check out the pictures . . .
Streetdate: July.
Price: No-one's saying yet



TIMESCANNER





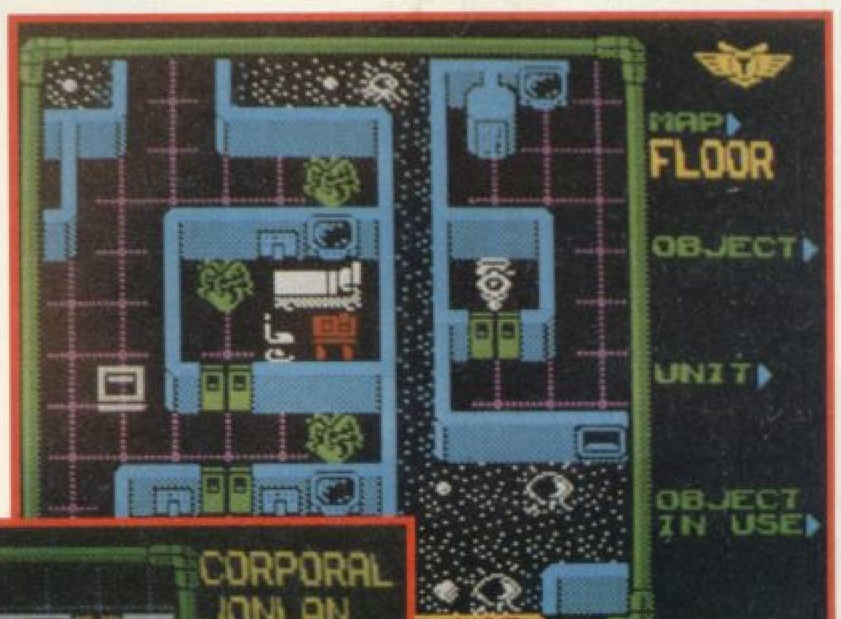
Now, without wishing to sound a dimbo, I confess that, sometimes, the action-packed carnival that is the computer business has me completely flummoxed. People make ZX81 emulators for their Spectrums, release versions of Space Invaders and call it 'a faithful rendition of a classic'. By far the most strange is the theory that converting a pinball machine on to a computer is a worthwhile effort. True, the actual task of coverting these things isn't too great, and the chances are that Time Scanner from Activision will probably be perfectly playable and entertaining, but I really can't understand the *point* of the exercise.

I mean, the fun of the game is watching the little silver ball hurtling about and slamming the flipper buttons as hard as you can and nudging the table. It's a very physical sort of game, and no matter how hard you try, you just can't do that sort of thing on a computer (unless its's a Cray or something).

Still, the graphics do look very nice . . .

Streetdate: June.
Price: £8.95

LASER SQUAD





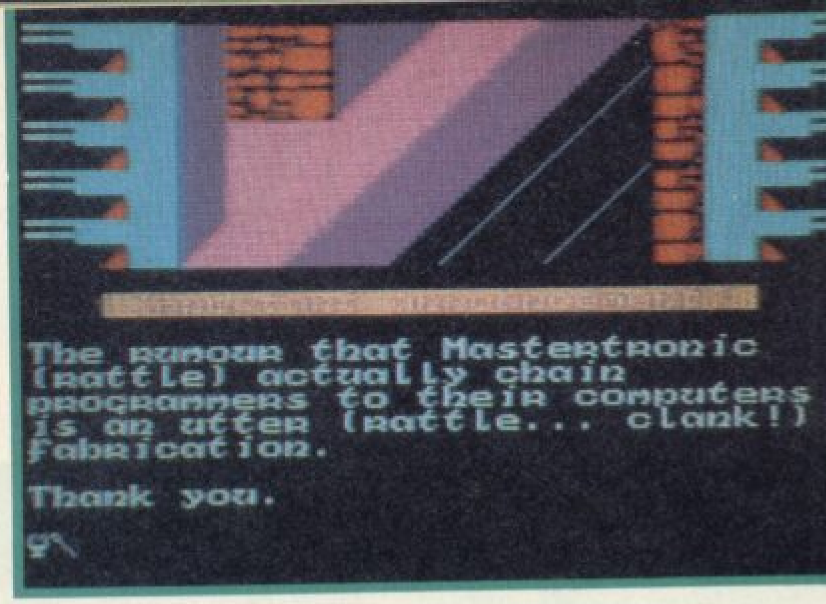
Oooh. Here's a thing. A strategy - warfare - tactics game that doesn't look like complete pox. It's called *Laser Squad* (Oh. Someone can spell 'laser' after all). And it comes form a company called Target Games, who are making all sorts of wild claims about absolutely every aspect of their game; 3-D Perspective graphics (tenuous), fantastic sound effects, and a highly developed artificial intelligence system.

Have a look at the pictures. Not bad, eh? Well, there's a two-player option available too. Oh, I spose I may as well impart the 'concept' behind the game while I'm at it. It's a bit like *D&D* in space. You've got the usual items to keep an eye on; stamina, morale, wounds, etc.

You'll find yourself in an sci-fi environment, plugging away at a range of destroy-the-base type scenarios.

Looks good so-far.
Streetdate: August.
Price: Unconfirmed

PREVIEW 3

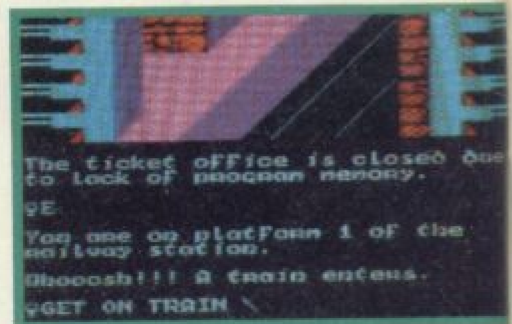


The Golden Egg in question is not your common-or-kitchen item; it belongs to the Big I Am His Self. Yes, that's right. God. Johnny Jehovah. Without his breakfast eggy soldiers, he's going to get pretty batey and boil you instead of the egg, so you have to embark on a quest to recover the cup.

Smart Egg Software, programmers of Rigel's Revenge and other well-received adventures, claim that this is the whackiest, zaniest, loopiest, craziest adventure ever (as you'd expect). It involves lake beds, marble baths, cephalopods, wandering wizards and an onmipotent existentialist deity (Existentialism; *n.*, anti-intellectual philosophy of life based on the assumption that reality can only be lived but can never become the object of thought (L exito) – Oxford English Dictionary 5th Edition. Clear)?

Claiming an intelligent parser and stunning graphix of each location (for £1.99? come off it!) Quest for the Golden Egg Cup should appeal to adventurers who like a dash of humour with their questing.

Streetdate: July.
Price: £1.99



QUEST FOR THE GOLDEN EGG CUP

VECTORBALL

What do you get when you cross ice-hockey, bowls and netball? Pretty sore ankles, I expect. Mastertronic reckon they know better, though, and just to prove it they've come up with **Vectorball**, which is all that and more, being set on a hyperspatial playing court and played by fast-moving droids.

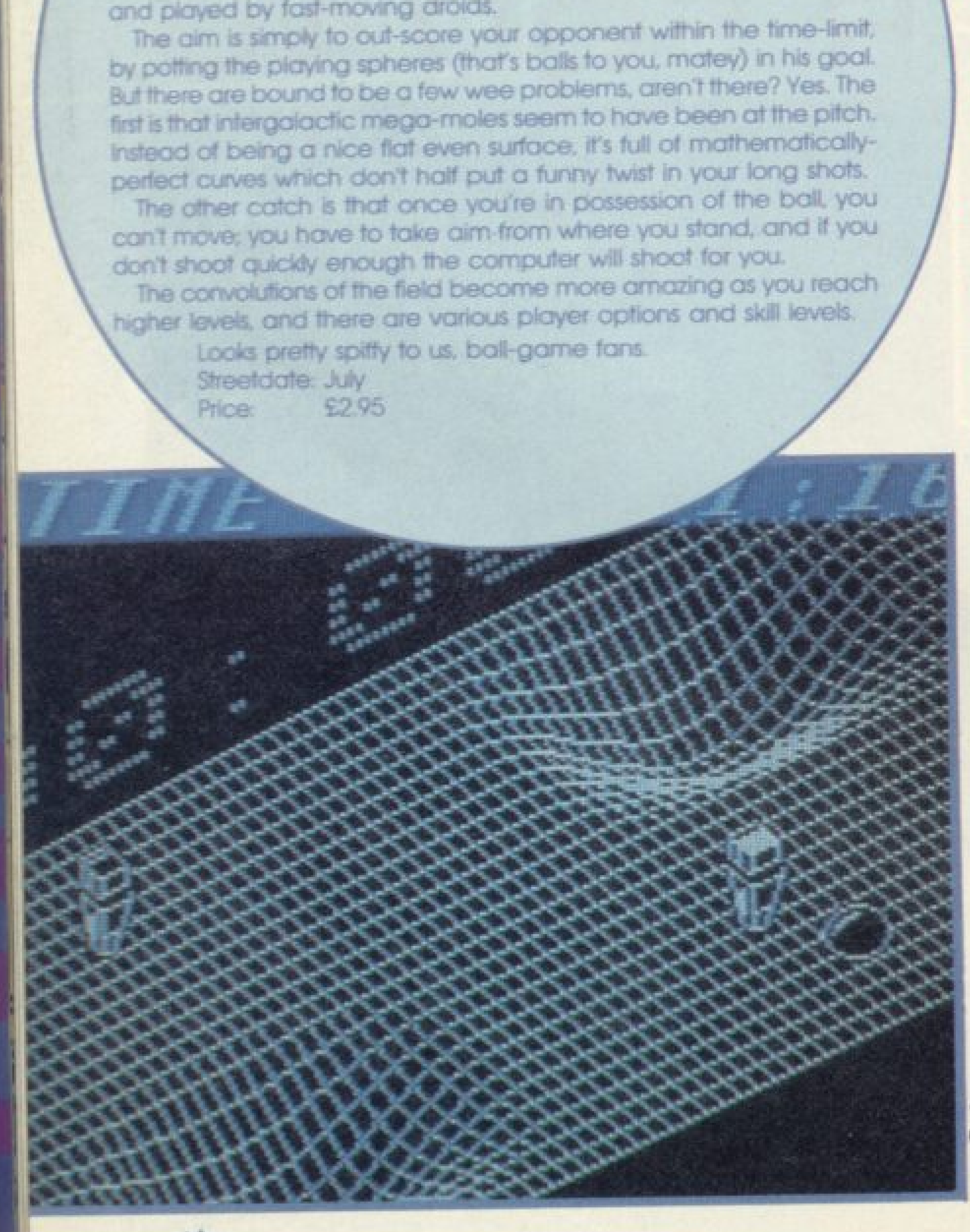
The aim is simply to out-score your opponent within the time-limit, by potting the playing spheres (that's balls to you, matey) in his goal. But there are bound to be a few wee problems, aren't there? Yes. The first is that intergalactic mega-moles seem to have been at the pitch. Instead of being a nice flat even surface, it's full of mathematically-perfect curves which don't half put a funny twist in your long shots.

The other catch is that once you're in possession of the ball, you can't move; you have to take aim from where you stand, and if you don't shoot quickly enough the computer will shoot for you.

The convolutions of the field become more amazing as you reach higher levels, and there are various player options and skill levels.

Looks pretty spiffy to us, ball-game fans.

Streetdate: July
Price: £2.95





DALEY THOMPSON'S '88

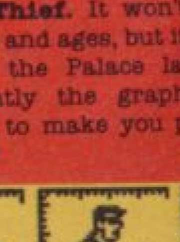
Dear old Daley 'Whistley' Thompson hasn't actually been at the forefront of the nation's 'press' (funny word) of late. Come September (and the Olympics), however, there he'll be, swigging his Lucozade, whistling to the national anthem and running around with those little drawing pin thingies sticking out of his shoes.

And so it's pretty blummin lucky that Ocean's game, **Daley Thompson's '88** will be ready at exactly that time!

Anyone who has ever seen a sports simulation will pretty much know what is in store. Lots of waggling your joystick left and right and hitting the fire button at the appropriate moment to jump, throw, fire, etc. It scrolls along nicely in the

IN THE WORKS

Hands up everyone remembers Dan ne? No-one? He ated' **Antiriad,** you blu smoggetts. Well he's do creative bits (ie; he actually do any of the pr ming) on a new game **Super Thief.** It won't for ages and ages, but it out on the Palace lab apparently the graphi enough to make you p Eeerhh!



HOTSHOT

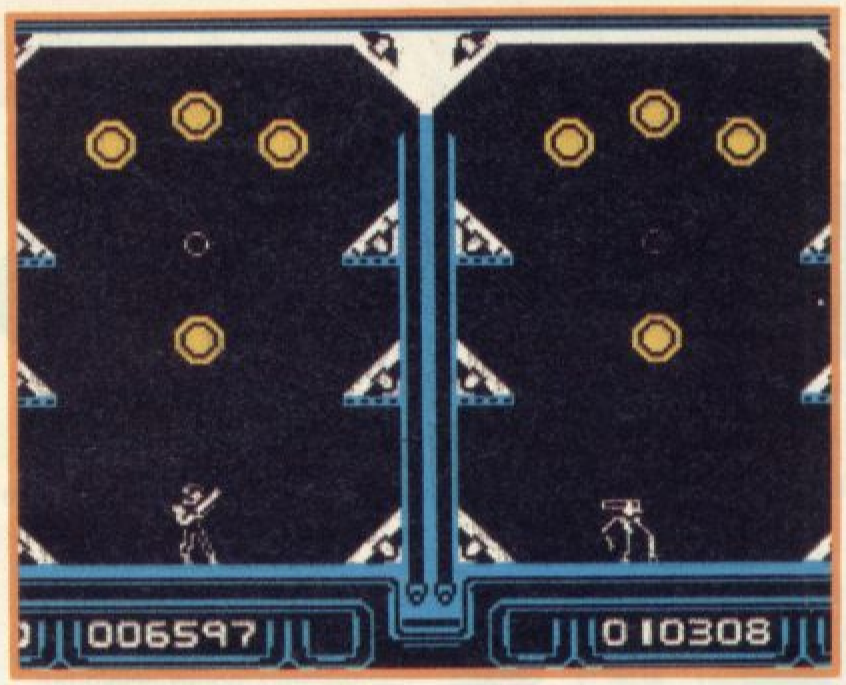
Imagine a game of *Breakout*. Right. Forget it. Now imagine a game of *Breakout* played against alien psychopaths, using gravity guns and explosive projectiles. This is *Hotshot*, and *well* brill it looks too.

Prism Leisure's futuristic sports simulation pits you against alien martial artists including Tojoi, Killer, Triffid, Maxx and Wobbly (Wobbly?) in an arena divided into two pits. At the top of each pit is a barrier of bricks. You have to catch the explosive projectile with your swivelling graviton gun, then aim it at the bricks (or across the arena at your opponent). Your playing droid can scuttle from left to right to catch the ball, duck under the explosive projectile, and swivel its projector to shoot the ball at the bricks.

There are five levels to complete, and on later levels you have added hazards such as an increasing water level and an approaching black hole.

It looks frabjuous, and if you don't believe us, all you have to do is take a look at the playable demo on this month's Megatape. Done that? Good. We were right, weren't we?

Streetdate: July
Price: £7.95

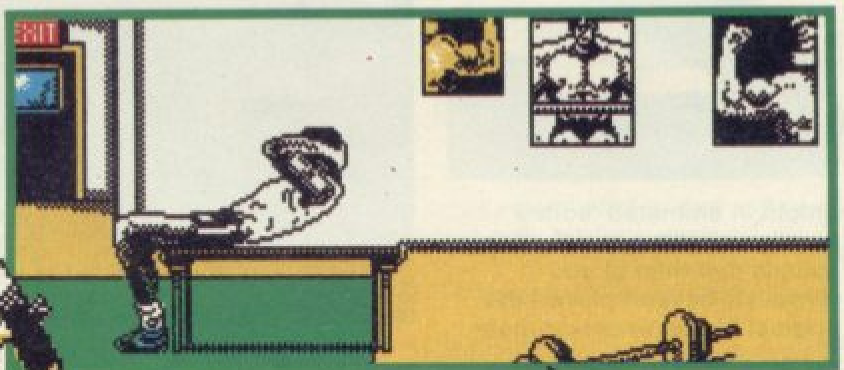


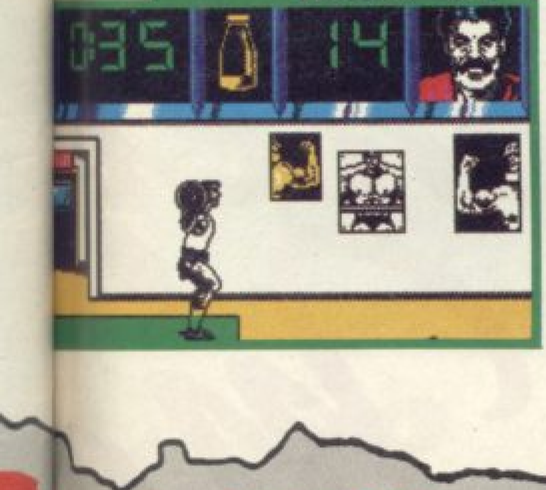


JOE BLADE

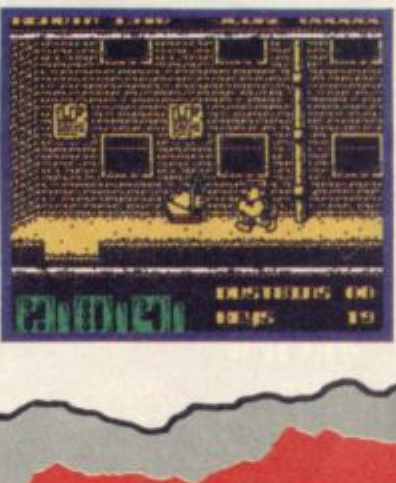
The shortest Preview in the World!
Ths pc frm J. Bld 2 frm Plyrs. Lds actn nd grt grfx.
Strtdt:Jly
Prc: £2.99











scrolly bit, and the animation is fabbo.

An extra stage included on the tape will be the training section. Although you can play the usual events straight away, you can choose to improve Daley's fitness by working out in the gym.

His fitness is gauged by a bottle of the magic (though questionably coloured) Zade de la Luc, and it gradually fills up. By the time your blad – sorry bottle is full, you'll probably be too tired to compete in any of the events. Ho hum.

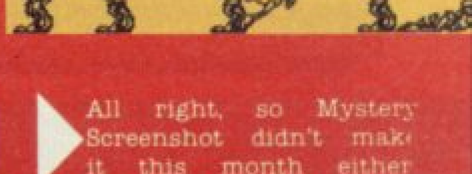
The graphics in the training bit are fantastic. You lift weights; first one arm and then the other, and to the sit-ups and everything is presented in a super-slick graphic format – all bit sprite animation and pop-up windows.

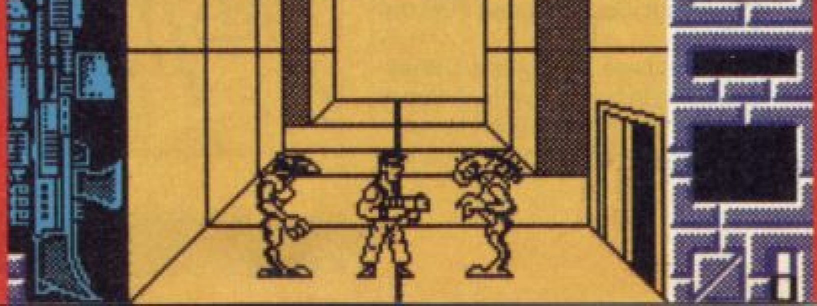
It looks pretty blumming Thompson to me!

Streetdate: September.
Price: £7.95

This isn't like the **Vindicator** screenshot that we printed last month! That's because it's a different flipping level *isn't it?*

Ocean, as you can see, is determined to be seen to be giving value for money these days. I dont think they've produced more than two games in the past few months that haven't been multi-loads. Instead of just being later levels of the same style, we're now getting completely new stages. The first bit of **Vindicator (Green Beret II)** that we showed you (May) was the jeep bit. Here you find yourself running around inside an alien complex, wasting everyone in sight (again). Should be out around July.







All right, so Mystery Screenshot didn't make it this month either OK? In fact, it was just a joke that we made up one month when we had nothing better to do, so if *you* have a screenshot without a name, keep it to yourself, because we're not interested.

STOP PRESS
REVIEW
STOP PRESS

GAMES REVIEW

FOOTBALL MANAGER 2

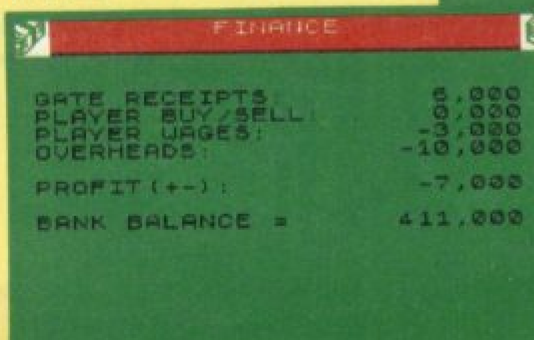
Football Manager was ridiculously successful. It was successful on the ZX81, successful on the Spectrum, successful on everything else and then it proved successful for a second time on budget. The thing is, in this age of multicoloured, high speed, ultra smooth sprites, it looked like complete dung. But it played brilliantly.

What to expect then of **FM2**? Would it look better and play worse? Would they dare to get away with such dodgy graphics in 1988? Would it be glossy and naff? No! It's great! It still looks a bit tatty around the edges (couldn't you have redesigned the character set even Kevin?) and the actual football bit, though definitely improved – they don't look like sticks anymore – is not exactly state of the art. However, actual gameplay is even better!

Football Manager 2 it should be stressed, is, like the original, not actually a game in which you play football at all. You just make all the decisions for your team and then watch the events unfold in animated 'edited highlights' of the match. If this sounds dull then a) you obviously haven't played the original b) you underestimate the degree to which the matches really reflect your choices.

At the start of the game you can choose whether to accept membership money. (Hold out for a better offer if you have the nerve). You pick your team, start in the fourth division and by wise buying, selling and training of players, plus a little luck you win matches, make





STOP PRESS
REVIEW
STOP PRESS

GAMES REVIEW

Mickey Mouse



Not all of us are overjoyed at the idea of a **Mickey Mouse** game. For some of us the whole thing is just too cutesy. But Mickey is now starring in a game of his own, and I, despite being chief member of the *Mickey Mouse Haters Society*, have been given the task of reviewing it. So, here goes. First the plot.

It's a bit twee, but I guess Disney would turn in his cryogenic chamber if Mickey had actually been found doing serious killing. Here goes, are you sitting comfortably? As you might remember, Mickey lives in Disneyland. Unfortunately, a nasty band of ogres have invaded Disneyland (Tourists?) and it's up to Mickey to save his hometown. OK I wasn't enthralled at first but wait . . .



You play Mickey (so no swearing) and you have to climb a tower using various ladders and platforms. Most

ARCADE REVIEW

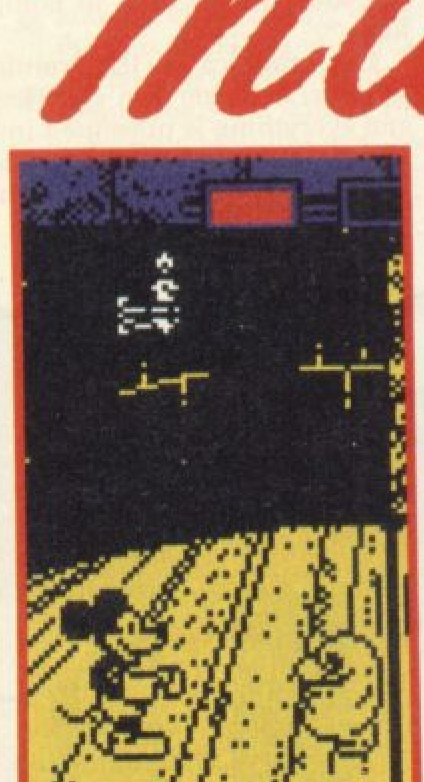
FAX BOX

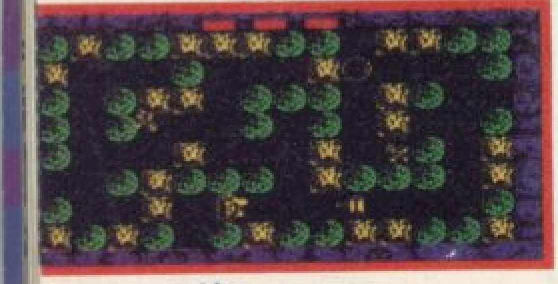
MICKEY MOUSE Label: **Gremlin** Author: **Gary Priest** Price: **£7.99 cassette £12.99 disc** Memory: **48/128K** Joystick: **various**

Good game that could have been naff. I still can't stand *Mickey Mouse* ***though***

Reviewer: Tony Dillon

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
83	35	75	70	78





Difference between this and the original

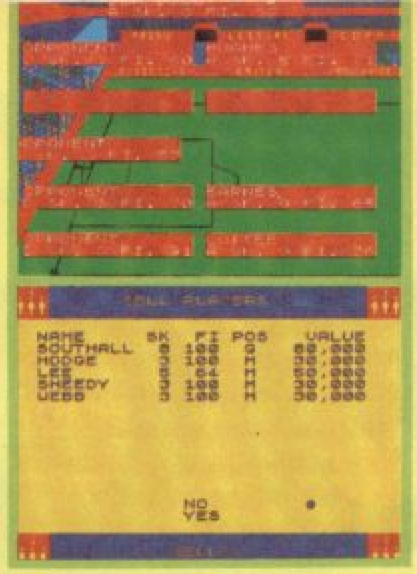
- You can choose players' positions
- Play graphics are better
- There are even more management elements – like sponsorship and improving your ground
- You can play for both football cups
- You can use substitutes at half time to replace weak players
- You can specifically train players' passing skills and adapt them from match to match

money and buy better players and . . . you get the picture. If you're lucky, you make money and climb the divisions, if not . . .

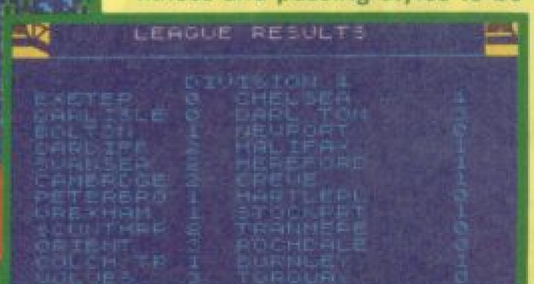
The differences between **FM2** and **FM1** are summarised elsewhere. The real difference is the way your decision over formation and player selection affects the match very directly. If, for example, you are forced to put a weak player in midfield you can 'see' the weakness in the play highlights. It's very impressive.

This game has everything – injuries to cope with, players' fitness and passing styles to be analysed, finance reports (later on you can even invest in a new stadium if you have the dosh)!. You play both league and cup matches and have to plan accordingly . . . you might want to 'rest' a key player for a league match if an important cup tie is coming up – get him fitter and take your chances with the less important match. That the game takes this into account and that it really does make a visible difference is the reason the game is so good.

FM2 is all **FM1** was and more, the graphics are (a bit) better, although that would never be a reason to play this game, there are a few extra features but what is really astounding is the sheer playability. My favourite strategy game on the Spectrum, no contest■







STRATEGY SIMULATION REVIEW

FAX BOX

FOOTBALL MANAGER 2 Label: **Addictive** Author: **Kevin Toms** Price: **£9.95** Memory: **48/128K** Joystick: **various**

GRAPHICS	SOUND
68	80
99	99
PLAYABILITY	LAST ABILITY

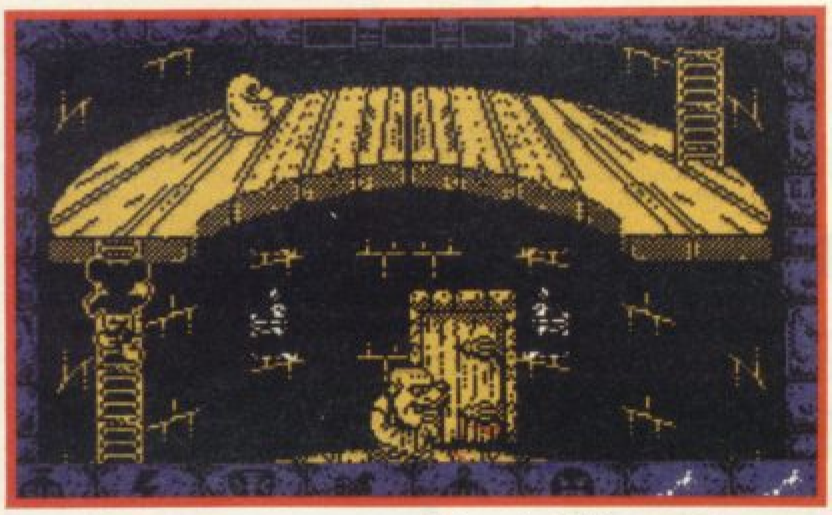
An improvement on a legendary game. It still looks a little tatty but plays brilliantly

Reviewer: Graham Taylor

OVERALL **94**

Playing Tips

- *Mark man for man – don't put a weak player next to a strong one*
- *Don't play out of position – players only perform well when doing what they are best at*
- *Match players to formation – if it is designed for a strong attack make sure you have one!*
- *When bidding for players don't underbid too much – you won't win*



of the platforms contain large holes, if Mickey falls through, he tumbles down a few levels, which means he has to climb all the way up again.

This makes Mickey very depressed.



It's not just a matter of going up and up, though. As you can see from the assorted screens, Mickey is not the only sprite in the tower. Ghosts roam the various platforms (pretty wimpy) but so do giant ogres (more ooerish). To fight them you have to shoot them with, get this, a water pistol. Ogres find this considerably more threatening than you and I seemingly. The large ogres, though, take something a little stronger. What you say, a Kalishnikov, acid in the water pistol? No a little hammer, which, when activated, the mouse uses to hit himself very hard in the face (Is this right? G.T.) And they call me headbanger. I don't know . . .

On each platform there are doors which lead into the various subgames – there are 5 in all.





Graphically, I should stress, the game is very good. The sprites are clear, well animated and amazingingly like the original. The screen scrolls very smoothly and the display is well laid out. The subgames, though nicely presented, are essentially pretty simple and anyway I always think subgames are an excuse for not having a good idea. Good for younger kids perhaps.

The sound I must say is a-p-p-a-l-l-i-n-g. Generally dull and twee, it is also simple and, horror of horrors, it actually plays the death march when you die! This hasn't happened in a computer game since 1948 and is very unwelcome. Sound and maybe simplicity aside (sophisticated kids) this is a pretty strong game with very high quality graphics – Gremlin has tried hard on this one■

THE SUBGAMES

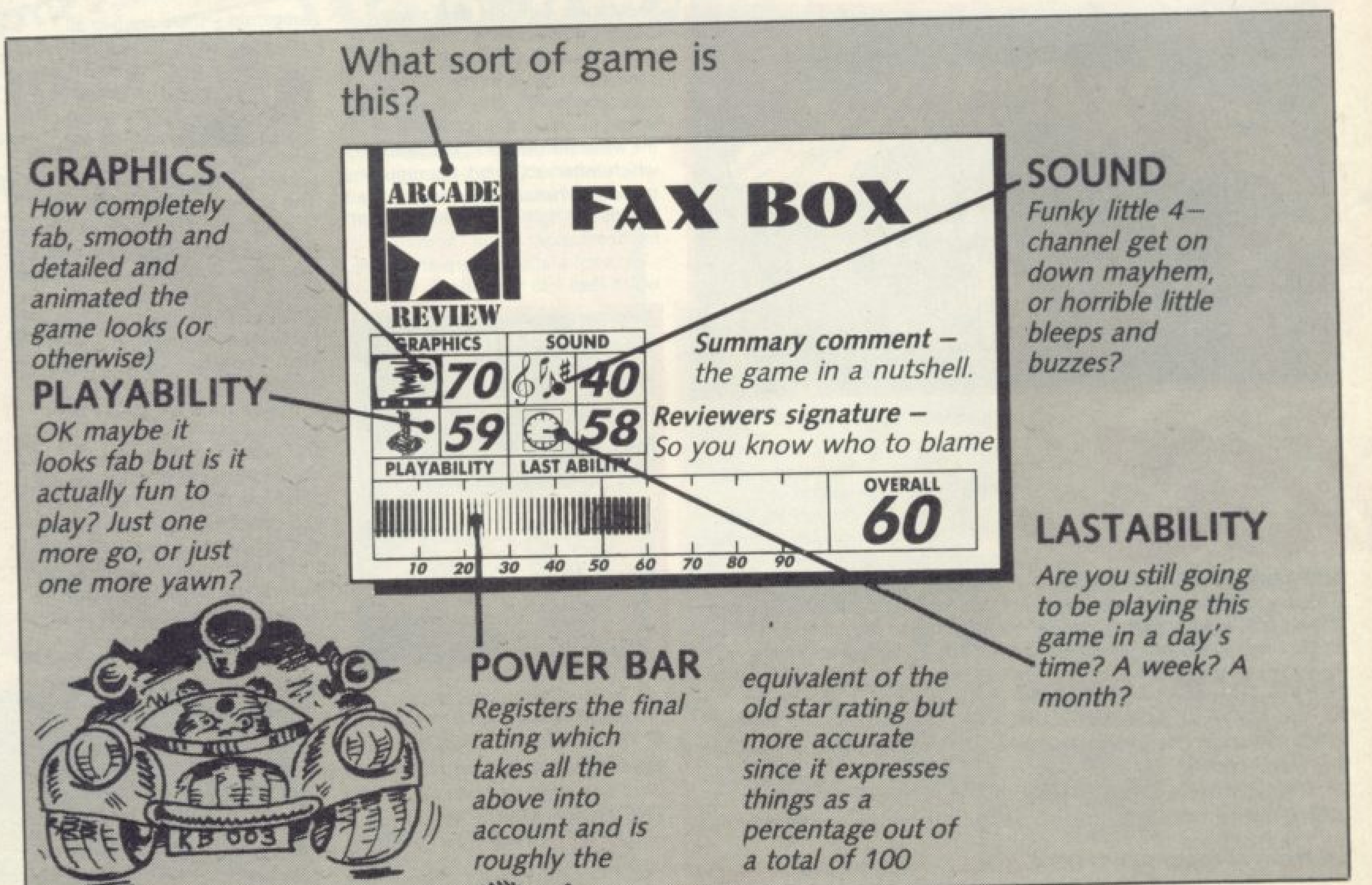
- ***THE DONKEY KONG ROOM: Stop the bottles dripping by hammering in the corks and beat up the big ogre as soon as his door opens***
- ***THE UPSIDE DOWN SPACE INVADERS ROOM: Run along the revolving platform and drop hammers to destroy all the bubbles***
- ***THE TAP AND PLATFORM ROOM: Turn off the taps by jumping from platform to platform***
- ***THE PAC MAN ROOM: More of a maze exploration game than a Pac man game as you try to find wood and nails, plus the exit of course***

THE OGRE KING: Avoid his fireballs and hit him with your water pistol. Hit him enough times to destroy him and you've won the game

OOOER! WHAT'S THIS NEW RATINGS BUSINESS?

OK we give in. The one thing you said you didn't like about SU was our rating system. "Not enough information," you said. So over the past few months in our secret laboratories we've been hatching a totally new system! You liked the Fax Box – we've kept it. You liked the summary comment – we've kept it. You wanted a rating for Graphics and Sound separately – you've got it. You wanted a rating for Playability – check it out. You wanted some idea about 'long term interest' we've called it 'Lastability'. You wanted percentage ratings – you've get 'em and a short overall summary which is the definitive final statement of our opinion of the game.

N.B. Don't try and work out the final rating from adding up the others and dividing by four – it won't work like that – after all we wouldn't want a game to get a naff rating just because, say, the sound was poor, if sound wasn't really an important feature■





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SLOGANS! QUITE INTERESTING AREN'T THEY?

Gremlin has been noticing recently how important slogans are in the world of advertising in general and game advertising in particular. Some are jolly clever, some are indifferent and some are quite astoundingly bad.

Here are Gremlin's five worst slogans of the moment:

1 ***Lurking about are the Hideous Creatures from Outer Space***
Alien Syndrome ACE (very threatening)
2 ***An adventure of fantastic importance***
(Beyond The Ice Palace) ELITE (humour)
3 ***Mind you don't get gravel rash***
Skate Crazy US GOLD (bizarre Richard)
4 ***A Kaleidoscope of Psychological Warfare***
Dream Warrior US GOLD (wah?)
5 ***Back with a Vengeance!***
Last Ninja 2 SYSTEM 3 (back from where? Where's part one?)

Anyway, if this stuff can be turned into thousands of pounds worth of advertising, Gremlin thought the SU team ought to have a try. Check these out:

Outrun:
Race your fast car round a bit!
Match Day II:
Kick the round thing into the net!
Combat School:
Play on some monkey bars and jump in a sand pit!
720°:
A skateboard game, in fact.
Star Wars:
Watch out! There's a man in a big cloak with a funny voice
Pacland:
In Pacland no-one can hear you scream

GREMLIN ANSWERS NEXT MONTH'S QUESTIONS

Using mystical powers (beyond the understanding even of those people who write those funny books where everyone is called either Mythriel or Saradon, lives in a citadel and is called upon to lead a hopeless struggle against the forces of ultimate darkness armed only with a merry troup of pixies and a magic orb), Gremlin will now predict the answers to questions selected SU readers will be asking next month:

Jamie of Scunthorpe:
No, I'm afraid you also need to buy the actual game before you can get the Poke to work.

Mr Burroughs of Leeds:
No, I'm sorry Mr Burroughs, but we don't actually remember exactly in which issue that article on connecting your ZX81 to a printer was. No we don't cover the ZX81 anymore. Yes it is a shame isn't it?

Wayne Davison of Milton Keynes:
No, I'm sorry, you're not the first person to complete **Dan Dare II SU**. Actually you may be the last person to complete **Dan Dare II SU**. Please don't cry.

Roger Skinner from Wolverhampton:
No I don't think Tamara would like that at all.

Timmy from Cleethorpes:
Well, yes Timmy, I'm afraid we do need most of our reviewers to have learned joined-up writing. Even Tony Dillon. I'm sure there are plenty of other computer magazines you could work for.





Gremlin



Last month's picture of Bill Oddie drew a mediocre response and produced mostly dismal offerings (where else do you get this sort of honesty eh)? So Gremlin almost didn't award any prize this month, but Taylor says the Accounts Department, ever under stress and easily confused, will be upset if we don't give someone the cash. Best of a naff bunch was this from Peter Young of Huddersfield, which at least spotted the obvious Gnome comparisons, "Now this is progress – 10 years ago I'd have just had a pointed hat and a fishing rod." Oh well. Better luck next time, eh?



Caption Competition number 19

Well, Gremlin was digging around at the very bottom of the Mad Celt's mystery drawers and found this. At one time there was going to be a game based on *Duran Duran*, thankfully it never saw the light of day. Anyway here are two mean moody and tastefully dressed pop stars. What can be going on in the minds of these two people? What are they saying or thinking? Deeply witty ideas to reach us by August 1st. The best will get £20.

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